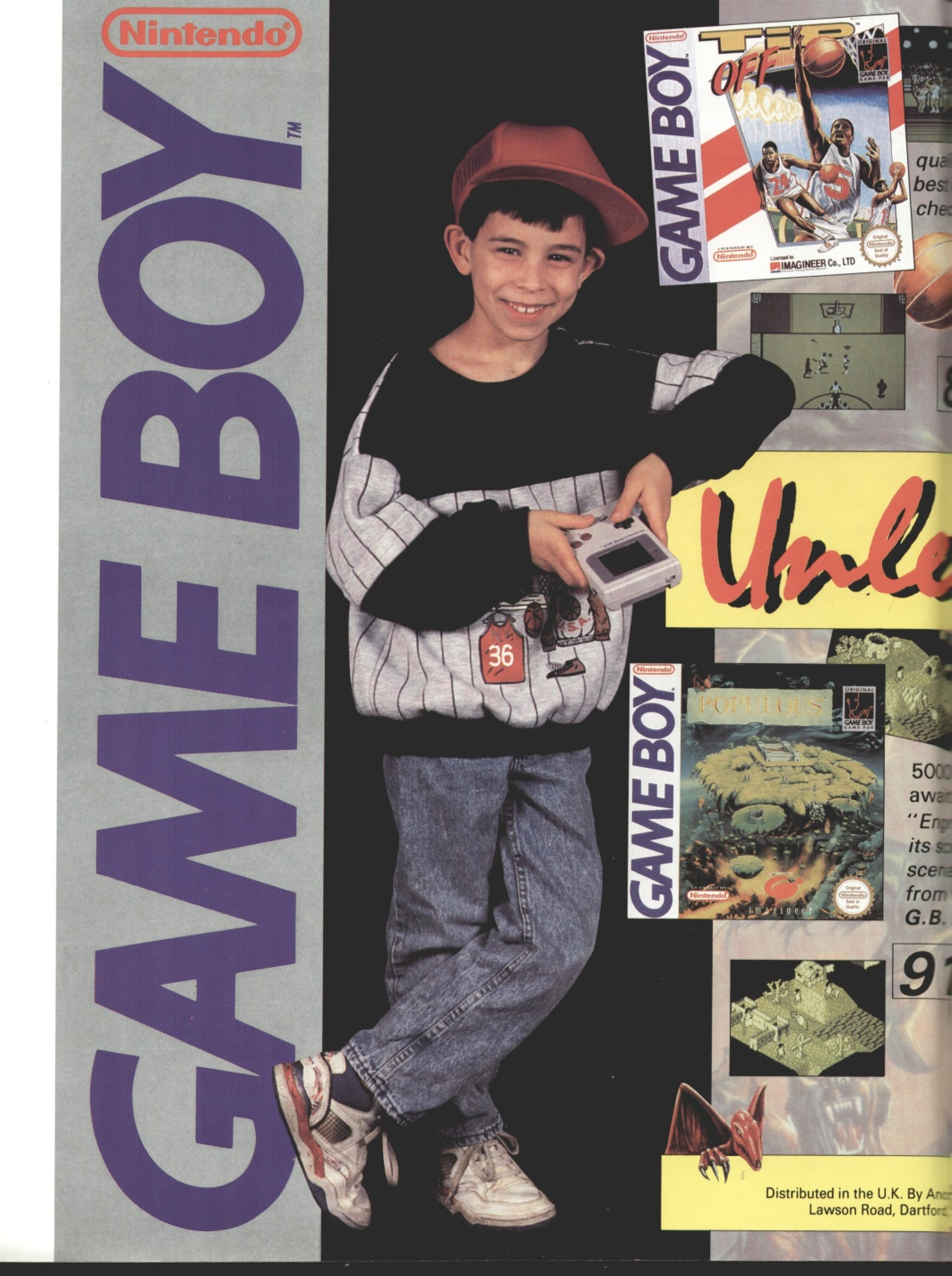


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Game boy

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8-bit Nintendo Entertainment System (UK & USA)

famicom
8-bit Famicom System (Japan)

snes
16-bit Super Nintendo Entertainment System (UK & USA)

SFC
16-bit Super Famicom System (Japan)

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JUNE '93

START!

FORCE FEATURES



N-FORCE 100% FOR YOUR NINTENDO!

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START!

It's time to jump start June as the N-FORCE news network gears up to bring you the very latest news and views from around the Nintendo globe...



THIS IS N-FORCE

This is the final issue of N-FORCE to feature a combination of NES™, Super Nintendo™ and Game Boy™ reviews.

From next month we're splitting into two different magazines.

You'll be pummelled relentlessly throughout the rest of this issue with the why and wherefore of the impending changes.

For now though, the entire team responsible for making N-FORCE the best magazine dedicated to Nintendo gaming in the whole of Europe would like to thank you for staying with us. Enjoy issue twelve and hold tight for Volume 2!

Final Figh

MADE IN JAPAN

The sequel to Final Fight, one of the first platinum-selling SNES hits, has finally arrived. Now with simultaneous two-player mode and all three characters, can this classic beat-'em-up knock Street Fighter II off its throne?

SFC
Producer: Capcom
Available: May
Status: Japanese import

The story of this legendary bruiser picks up from the original *Final Fight*. Metro City mayor Mike Haggar has rescued his daughter Jessica from the ruthless Mad Gear Gang with the help of Jessica's fiancé Cody and his ninja friend, Guy. Little do they know that Mad Gear is not just a local organisation, but spreads its evil tentacles throughout the world.

Haggar's peace of mind is shattered by the appearance of Cody's friend Maki Genryisai, whose father is Guy's martial-arts teacher. Maki begs him to rescue her father, who has been kidnapped by Mad Gear.

Haggar and Carlos Miyamoto, another childhood friend of Guy, agree to travel the world in search of Mad Gear — Look for Chun Li enjoying a bowl of noodles in China and Guile hanging out in America.

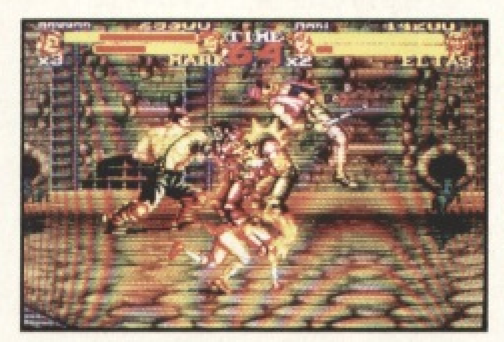
The game style is close to the original side-scrolling brawler. Although each character has a range of attack moves, control isn't as complex as *Street Fighter II*



Guy, the nimble ninja, is a wicked swordsman. In this brilliant sequel he uses his katana to slice 'n' dice those baddies faster than ever before!



nt 2



The inclusion of a two-player option makes gameplay much more exciting. Look at the size of those sprites!

— only two buttons and the joypad are needed for attacks. Characters absorb damage (shown by the power bar), so rookies can make some progress blindly jabbing at the attack button. And there are continues.

Haggar is the only holdover from the original, and his moves haven't been changed. He's the strongest of the three heroes, but also pretty slow. However, his screw-piledriver and double-spinning-clothesline moves are devastating.

Maki, the well-endowed, scantily-clad amazon, is very fast, but not so powerful — her best move is a spectacular spinning-handstand kick. Carlos, the decidedly non-Oriental-looking Japanese guy, is between the two, with a wicked sword attack for special occasions.

For beat-'em-up fans this is a God send, so grab a buddy and go kick some Mad Gear butt — the world needs saving!

Nortan Kai



Play to win at awards

It's glittery and happens once a year, but unlike Christmas the presents aren't a surprise. We headed off to London for this year's video game 'Oscars.'



Mark Lewis from Electronic Arts (left) picks up the award for 'Software Publisher of the Year' from Violet Berlin.

The ECTS Awards Ceremony — where software's shining lights gather for mutual admiration and back-patting — was held last month at London's Limelight Club.

These were the first pan-European consumer awards, with gamers from the UK, France, Germany, Italy and Spain among those voting for the 19 winners. Hosted by *Bad Influence*'s Violet Berlin, the industry's equivalent of the Oscars was a great success.

More than 400 people packed the nightspot to cheer on the winners, cry in their (free) beer, or just have a damn fine time. But the men from Capcom came to conquer. They were crowded close to the stage stairs, and it soon became clear why, as they climbed up, again and again into the camera's eye to pose with the diminutive Berlin and receive yet another award for *Street Fighter II*.

It was a great night for Nintendo, with *Street Fighter II* carrying off four prizes, the SNES taking the Best Hardware Award — no surprise there — and Electronic Arts (the brains behind *Desert Strike*, *John Maddens '93* and *NHLPA Hockey*) capturing the coveted title of Software Publisher of the Year.



These guys from Capcom have every reason to be happy — *Street Fighter II* won no less than four awards including 'Overall Game of the Year.'

The hit list...

Best Soundtrack
The Secret of Monkey Island 2 (US Gold)

Best Education Game
Where in the World is Carmen Sandiego (Electronic Arts)

Best Roleplay/Adventure Game
The Secret of Monkey Island 2 (US Gold)

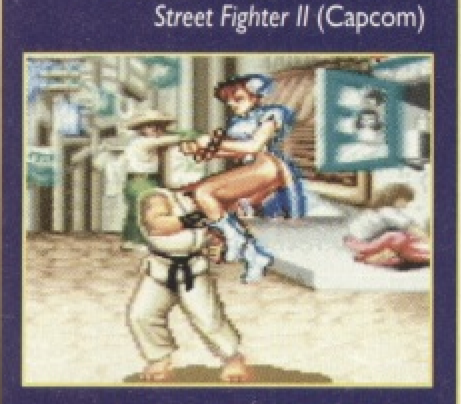
Best Graphics
Alone in the Dark (Infogrames)

Best Simulation
Formula 1 Grand Prix (Microprose)

***Compute!* Award**
Links 386 Pro (Access)

***Log In* Award**
Alone in the Dark (Infogrames)

Best Action/Arcade Game
Street Fighter II (Capcom)



Italian Game of the Year
Street Fighter II (Capcom)

Spanish Game of the Year
Indiana Jones and the Fate of Atlantis (US Gold)

French Game of the Year
Alone in the Dark (Infogrames)

German Game of the Year
The Secret of Monkey Island 2 (US Gold)

***Going Live!* Viewers Award**
Sonic the Hedgehog 2 (Sega)

Most Original Game
Alone in the Dark (Infogrames)

Best Computer Game
Indiana Jones and the Fate of Atlantis (US Gold)

Best Video Game
Street Fighter II (Capcom)



Best Hardware
Super Nintendo

Overall Game of the Year
Street Fighter II (Capcom)

Software Publisher of the Year
Electronic Arts

UP FRONT

There are more games due in the coming months than a dog's got fleas. UP FRONT is a provisional release schedule for most of them. Remember that software houses can be optimistic and these dates might not be firm. Most titles are also available earlier on import.

SNES

Aguri Suzuki F1	Out now
Aladdin	Autumn
Alfred Chicken	Autumn
Bubsy the Bobcat	Summer
Cool World	Spring
Mystic Quest	Out now
Fire Fight	Summer
Goof Troop	Summer
Lawnmower Man II	Winter
Lethal Weapon	Spring
Mario is Missing	Autumn
Mega Man	Autumn
Mr Nuts	Summer
NBA Basketball	Out now
Nosferatu	May
Out to Lunch	Autumn
Star Trek	Summer
StarWing	July
Striker	July
Super Empire Strikes Back	Summer
Super Strike Eagle	Out now
Super Valis IV	Out now
B.O.B.	Summer
The Blues Brothers	Out now
Troddlers	July
Wing Commander	Out now
Wordtris	Out now
Yoshi's Cookies	Summer

NES

Addams Family 2	Summer
Alfred Chicken	Autumn
Alien 3	Out now
Batman Returns	Summer
Cool World	Summer
Duck Tales 2	Summer
Fire Hawk	Imminent
Kirby's Dreamland	Out now
Lethal Weapon	Summer
Mario is Missing	Autumn
Mega Man 5	Out now

GB

Addams Family 2	Summer
Adventure Island 3	Spring
Asterix	Summer
Cool World	Spring
Dr Franken II	June
Joe & Mac	Summer
Lawnmower Man II	Winter
Lemmings	Spring
Lethal Weapon	Spring
Nemesis II	Out now
Out to Lunch	Autumn
Power Paws	August
Rodlands	June
Titus the Fox	Spring

Mighty Final Fight

MADE IN JAPAN

NES owners rejoice! *Final Fight*, Capcom's classic SNES side-scrolling brawler, has been ported to 8-bit. The game's design is the same as the original 16-bit version — choose a character to punch, kick, and throw your enemies in a bid to clean up Metro City.



Producer: Capcom
Available: June
Status: Japanese Import



Join Mike Haggar and the gang for non-stop brutal beat-'em-up action in this ground-breaking title on the NES.

The storyline's identical, too — Mike Haggar, the mayor of Metro City, is trying to get rid of the anti-establishment gang Mad Gear. When they kidnap his daughter Jessica, Haggar takes matters into his own fists.

Players can also take the characters of Cody (Jessica's fiancé) and Guy, Cody's ninja friend compelled to help out of honour, or something. This is an improvement over the 16-bit version which only had two characters to choose from but unfortunately, like the original, this is a one-player game.

Gameplay is in much in the same style as NES *Double Dragon* — keep scrolling right as you straighten out twisted underworld trash. Each of the heroes has his own characteristics and moves. Haggar is a mighty brawler with wicked clothesline spins and skull-rattling pile-drivers. He's the slowest of the three, but his blows are the heaviest — if he connects.

Guy is at the other end of the scale. Although he doesn't inflict much damage, he can pummel enemies faster than Haggar or Cody, with special moves including a nasty spin kick and a raunchy somersault kick. Cody stakes out the middle ground, stronger than Guy and faster than Haggar. His vertical upper-cut and jump kicks make him a fearsome street warrior, as does his mastery of knives. If you're into brutal beat-'em-ups, this is the best thing to happen to the NES in ages. Keep watching for a full review!

Norton Kai



Each character has a wide range of awesome special moves. Cody's vertical upper-cut (seen here) makes him the strongest character in the game!

Battletoads in Battlemaniacs

Remember those lean green fightin' machines, the Battletoads? You know, Zitz, Rash and Pimple, the three spotty super heroes with hearts of gold and fists of steel. Their first SNES game was a big hit last year and now they're back.

The daughter of Psicone Corp's head honcho has been kidnapped. Right on cue our heroes leap into action. The two-player simultaneous beat-'em-up action features eight new levels of awesome gameplay. The power moves that made the first game such a hit have been tweaked with each fighter getting a spectacular new range of special attack manoeuvres. If you like your beat-'em-ups to pack a punch, this is right up your street. We'll be tagging along with the toads next issue — be there!



Producer: Tradewest
Available: May
Status: UK release



Join Pimple and Rash (above) for wicked two-player action

Each character has a special move that just might grow on you!



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Daily Diary

Monday
07.21 Zig and Zag Master Blaster — The Big Breakfast: C4
18.00 Games World — The Eliminator: Sky One



Tuesday
18.00 Games World — Review Night: Sky One
18.50 Cyberzone: BBC2

Wednesday
18.00 Games World — Try Your Luck: Sky One
20.30 The Computer Games Show: Atlantic 252 long-wave radio

Thursday
07.44 Ben the Boffin Master Blaster — The Big Breakfast: C4
18.00 Games World — The Peep Parlour: Sky One
18.30 Games Master: C4

Friday
18.00 Games World — Beat The Elite: Sky One

Year Planner

These are THE events to be seen at, so put them in your diary NOW!

August
1st to 15th Capital Expo 93: Business Design Centre, London

September
16th to 20th Live '93: Olympia, London



New tilt for Street Fighter

All the elements of the SNES hit are in the new *Street Fighter II* pinball machine, including a model car to crush with bonus balls and Chun Li's kicking legs to avoid on the ramps. Sampled speech and FX are pumped out at rock-hard volume, and state-of-the-art electronic displays record scores for up to four players.

All the characters are portrayed — knock them out to progress to one of the furiously-fast subgames. So get those flipper fingers limbered up and head down your local arcade!

New Ca



The latest beat'-em-up stomping the competition at Japanese arcades comes from Capcom. The no-holds-barred wrestling brawler *Muscle Bomber* is designed much like *Street Fighter II*, especially in one-on-one fighting.

The ten wrestlers include such specimens as King Rasta 'Mon', Jumbo



B.O.B.

SNES
Producer: Electronic Arts
Available: Now
Status: Official UK release

B.O.B. is quite happy as he drives his car to a blind date, checking his antennae in the wing mirror. But this lapse in concentration causes the loveable android to crash-land on the planet Goth. The natives don't take kindly to robots so B.O.B. is on the run.

The action-packed platform adventure begins on Goth. Start with three lives, a single shotgun and a trampoline remote. The aim is to make it past the numerous obstacles and enemies to the teleporters at the end of each level. Reach the goal in one piece and you're transported to the next level

All the action is against the clock — when the timer runs out B.O.B's energy is drained and the game's over. There are wicked end-of-level bosses to defeat, plenty of power-ups including six different guns and remotes and a handy battery back-up for saving progress.

Will B.O.B ever get away from Goth? Will he make his date? All is revealed in SNES FORCE next month!



With gun blazing B.O.B searches the massive platform mazes for the orange teleporter. Careful though, ammo is strictly limited!

pcom arcade hit is streets ahead!

'Flap' Jack, Alexander 'The Grater' and 'Rockin' Russkie' Biff Slamkovich. A surprise combatant is Mike 'The Uncivil Servant' Haggar, who appears to have resigned from (or been thrown out of) his job as mayor of Metro City in the *Final Fight* series.

Beside the usual punches, kicks and throws, each wrestler has special power moves and abilities including Death Spiral, Big Belly Swing, Spinning Pile-Driver, Head Rocker, Cyclone Kick and more. And, as in any self-respecting wrestling sim, you can pummel your opponents silly with blunt objects.

Gameplay is much simpler than *Street Fighter II*, and more like *Final Fight*: each player needs only two buttons, one for attack, the other for jump. How close you are to your opponent determines the best attack move. If you have a hold on the other guy, a combination of the joystick and attack button throws him.

But the best aspect of this brawler is its four-player mode. Two players can each pair up with a computer wrestler and fight each other, or team for a scrap against the computer. And for the most explosive bouts, grab three of your mates and go completely ape in a free-for-all.

Sound effects and music are in realistic 3D stereo with Q Sound virtual audio technology. Sound literally seems to envelop players.

The simplicity of the game design suggests this coin-op was made with translation to consoles in mind. Hopefully, a SNES four-player multi-tap version will be announced in the near future — let's hope so!

Norton Kai





Forget WWF, WCW and Big Daddy. This is real wresling action if the early preview is anything to go by.

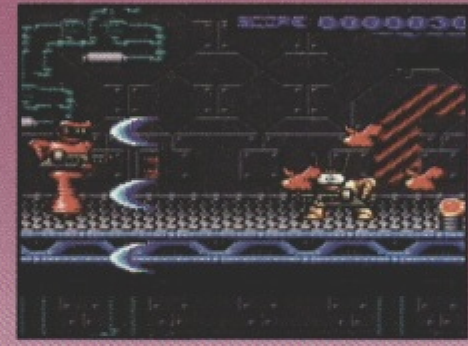
Even the coolest wrestlers get into a flap now and then! To add an extra twist to gameplay there are some interesting and weird special moves.



It might not be *Street Fighter II*, but the characteristic Capcom energy bars are there for all to see.



B.O.B's telescopic body allows him to shrink himself to fit in tiny caverns. Watch out for radio-active sludge!



The robot in red that looks like a cast off from Metal Mickey is a very dangerous enemy. Shoot on sight!



***B.O.B.* is filled with some of the weirdest creatures ever to appear in a console game including snout monsters, potato heads and swimming pool suckers!**

Plok

SNES
Producer: Tradewest
Available: September
Status: Official UK release

This odd action/adventure is one of the more surreal games scheduled. The hero is a curious fella called Plok with an odd habit of firing off his limbs in self-defence. When his mortal enemies, the fleas, capture Plok's favourite flag, he sets off on a dangerous journey to reclaim it and eliminate them.

Off he plods (or ploks) dressed in the costumes of his favourite film stars across a vast number of levels, filled to the brim with nasties such as Big Budd, Buddlite and Funky B. To help Plok on his long trek, there are power-ups including Flea Gunge, Limbs and Shells. Watch for a full SNES FORCE review soon.



Milo reckons this game is so cute it'll make you puke — and a quick look at these graphics doesn't do a great deal to prove him wrong!

Disney's Duck Tales 2

In the second NES platform adventure starring Scrooge McDuck, our quarrelsome hero is beset by his nephews and niece, who have discovered a tattered world map showing hidden treasures. Cane in hand, Uncle Scrooge seeks the fortune in such locations as Niagara Falls, the Bermuda Triangle, and Egypt.

Famicom
Producer: Capcom
Available: Now
Status: Japanese import



Better not stand too close to that waterfall Uncle Scrooge or you might get your beak wet! That icon might be able to help you out though!


If anyone can, canon can! The original *Duck Tales* game was a hit all around the world and it looks like the sequel is set to follow in its footsteps!

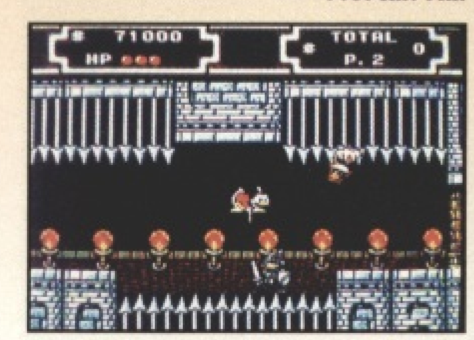
Scrooge starts with a choice of five stages. On completing a stage, he gets a piece of the map. He's flown to each stage by helicopter, but after that he's on his own.

Throughout the side-scrolling game, Scrooge makes his way past cartoon enemies, avoiding deadly traps and solving brain-teasers in such settings as a spooky castle, an ancient temple and a mysterious pyramid. And of course, to gain treasure, he has to defeat an end-of-stage boss — then he can cash in points to buy continues, extra characters and other useful goodies.

For an old duck, Scrooge is a lively character. Like most platform heroes, he can walk, duck (erm!), jump and climb ropes. The cane makes a big difference in gameplay — use it to pull levers and objects, hang off wall hooks, do pogo hops, and smack obstacles out of the way with golf swings.

The graphics are spectacular — drenched in cartoon-style colours and detailed enough to do justice to the Disney name. You've got to take your hat off to Capcom — they've got another winner on their hands!

Nortan Kai


Jumping the spikes is easy with the amazing *Duck Tales* pogo stick. Looks like that guard will soon be squished off the screen!

WIRED!

'Do you think Nintendo should redesign the NES to revive the 8-Bit market?'

WHAT'S YOUR OPINION? MAKE YOUR VOTE COUNT BY RINGING ONE OF THE PHONE LINES. IT ONLY COSTS 10P, LESS THAN A STAMP!

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NO: 0839 007 88 0

How long has the NES been around? Two years, ten years, 100 years... it seems like it. But the machine is still going strong, and although software companies are slowly reducing the number of releases in the UK, US and Japanese software giants are bringing out new titles all the time.

Many NES games have much better gameplay than their SNES counterparts and equally good graphics. The console is far cheaper than the 16-bit machines, and software prices are dropping all the time, with many new NES games as little as £19.99!

So what is holding back the UK companies? Perhaps in these days of slick streamlining and smart consoles the old NES is looking dated. The 1985 console nicknamed 'the breezeblock' could do with a redesign. After all, Sega redesigned the Master System and breathed life back into the 8-bit market.

It's about time Nintendo did the same to provide cheap, fun gaming for people who can't afford the inflated 16-bit prices.

On the other hand, why should Nintendo bother? The 16-bit SNES market is booming and expanding all the time. What's the point in catering for an 8-bit market that has had most of the life squeezed out of it already? Nintendo could concentrate on the SNES if the NES died out altogether.





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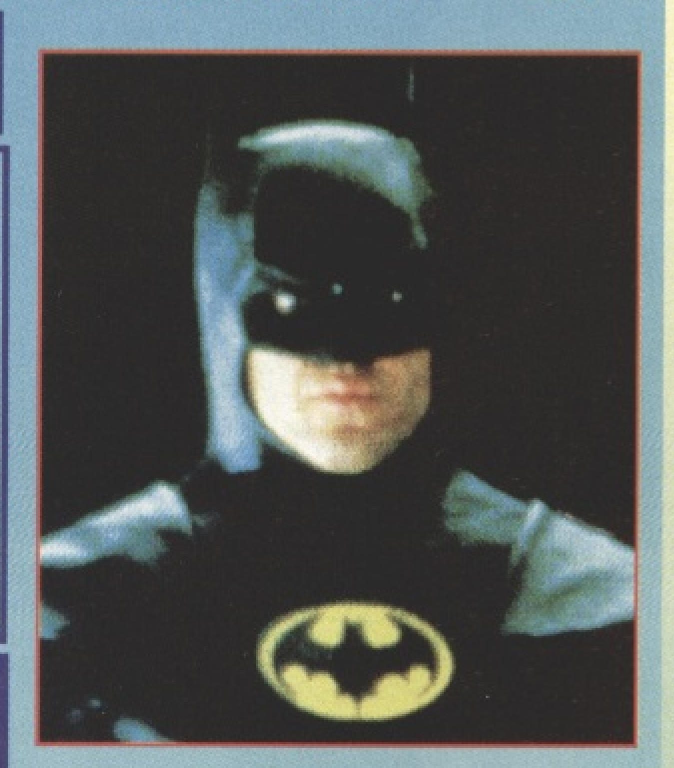
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NFJUNE

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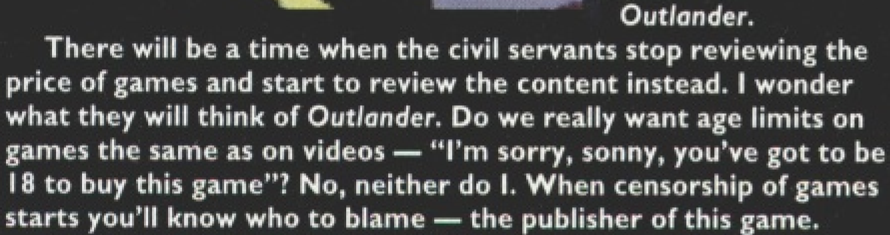


RANT!

This month RANT — your chance to let off steam about anything on the Nintendo scene that gets under your skin — is back and angrier than ever! If something is driving you crazy, don't keep it to yourself... have a RANT!

I am a Nintendo player. I also ride a motorcycle, as do my brother and dad. This brings me to the point of this rant — *Outlander* on the SNES. I don't find killing motorcyclists very apt, challenging or socially aware. "So what?" I hear you cry. "It's only a game!" Yeah, sure, but it's a pretty sick one. I can't wait until the young idiots who play it think it's fun and combine it with that other popular youth pastime — joyriding.

Perhaps this software house's next game will involve the beating of coloured motorists! And why not — it's only a game after all!



This is beyond the bounds of good taste and I can see no entertainment value in this sort of cheap stereotypical portrayal of the 'Big Bad Biker'. What worries me is that kids may take this sort of trash to heart. The Nintendo scene doesn't need games like *Outlander*.

There will be a time when the civil servants stop reviewing the price of games and start to review the content instead. I wonder what they will think of *Outlander*. Do we really want age limits on games the same as on videos — "I'm sorry, sonny, you've got to be 18 to buy this game"? No, neither do I. When censorship of games starts you'll know who to blame — the publisher of this game.

At the moment the Motorcyclists' Action Group is trying to prosecute this software house under the Obscene Publications Act and the Video Recording Act.

Drive safe

Mat from Somerset

P.S. Well done, Carl Rowley! What you said about Dominik Diamond in the last N-FORCE rant was spot on!

Mindscape reply...

We are sorry to hear that *Outlander* has caused upset to one of your readers. The game is quite simply a battle between forces of good and evil in a post-apocalyptic world — as depicted in the storyline which accompanies the game.

It is interesting to note, however, that *Outlander* has never been released in the UK, and that there are currently no plans to release it. We would therefore assume that your reader is using an illegal grey import of the game.

Rant returns in two months. In the next issue of N-FORCE, 20/20 brings you another bunch of things you probably didn't want to know about the video games industry. Until then, keep the rants coming in, you could be the star next month!

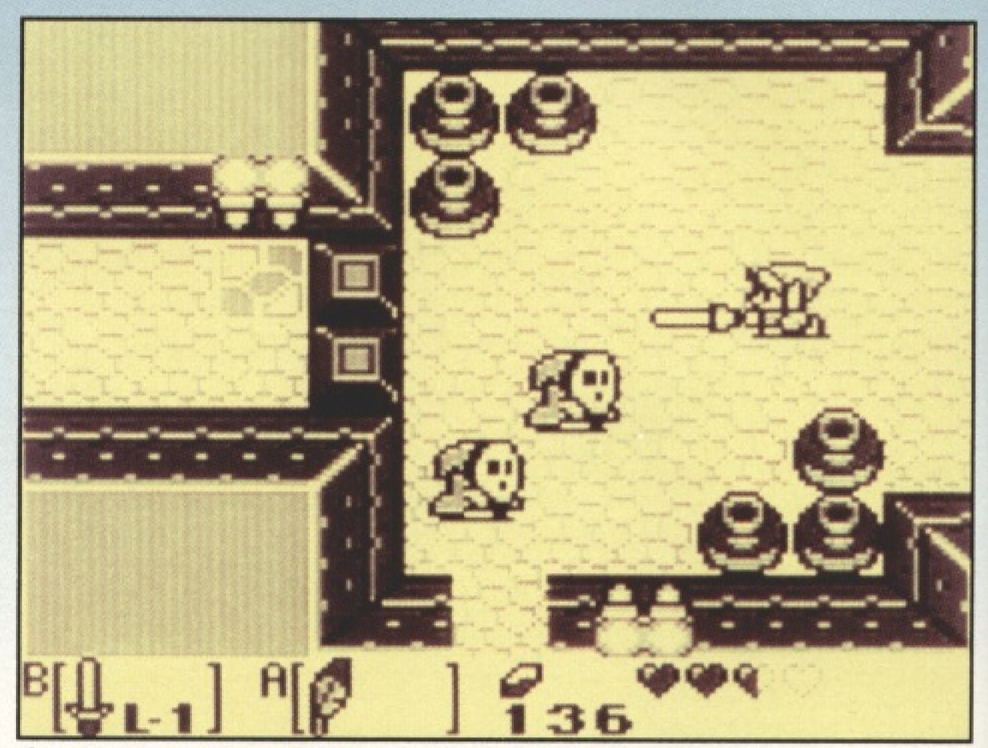
The Legend of Zelda



This big GB cart picks up on Link following his victory over Ganon in the monster SNES hit. After training in distant lands, Link sets sail back to Hyrule. But the journey

GB

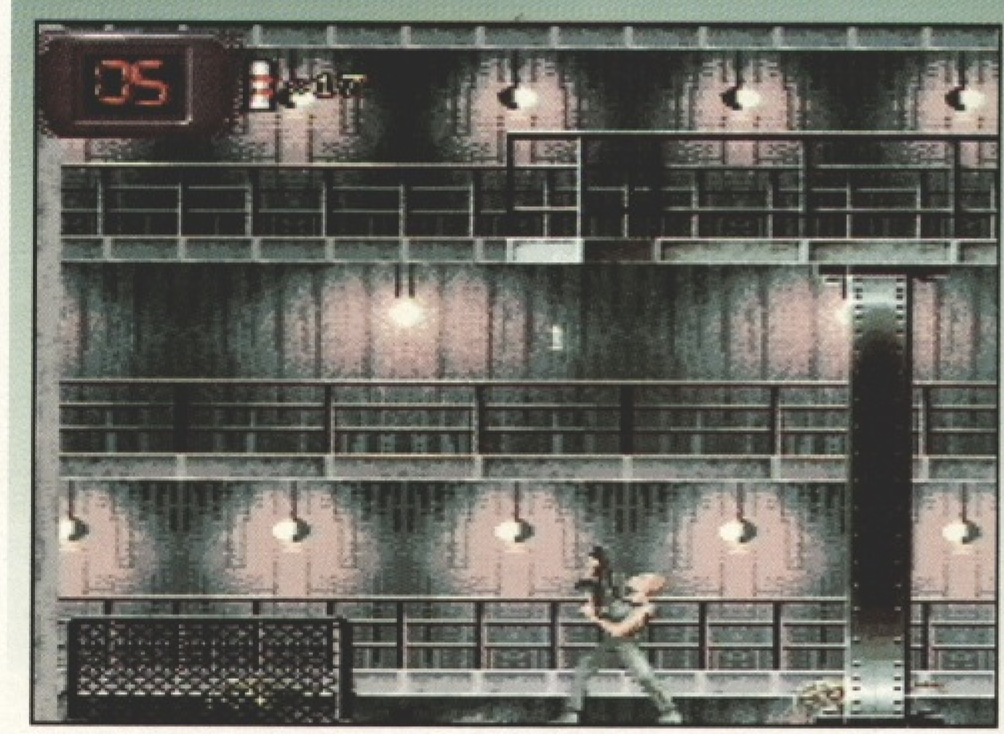

Producer: Nintendo
Available: June
Status: Japanese release



The Game Boy version of Link's adventures features the same overhead perspective as *Zelda III: A Link To The Past* on the SNES plus even more monsters!

Alien 3

If there's one thing that's going to put you off eggs for breakfast, it's *Alien 3* on the SNES. Thanks to Acclaim, the suspense of all three films has been captured in a gripping platformer with more scares than a ghost train and



The multi-directional fire allows Ripley to blast her automatic rifle in eight directions. Aim at the ceiling to blow away awkward face huggers!

— Link's Awakening



This is just one of the many weird and wonderful creatures Link faces on his perilous journey to rescue Princess Zelda!

is cut disastrously short when a storm tears the ship apart and throws Link into the raging sea. He finds himself on a bizarre island, with a mountain topped by an immense egg.

While searching for his lost gear, Link is met by an owl, which tells him that to get off the island he must collect eight musical instruments and awaken whatever sleeps within the egg. Of course, the instruments are hidden in dungeons swarming with brutal enemies, nasty traps, puzzles and mean end-of-stage monsters.

The plot takes mysterious turns that are certain to keep you intrigued for longer than any other game in the series. *Link's Awakening* features the same overhead view as the SNES version, but adds moves such as jumping and using a shield to Link's already wide repertoire. Some of the action takes place in side view, much like the second Zelda game — *The Adventure of Link 2* on the NES. New items include power chips, lucky stones, feathers and the usual bombs and swords.

Graphics and playability aren't harmed by the minute GB screen, and if you look closely you'll see some favourite Nintendo characters including Dr. Wright from *Sim City* and vile nasties from the Mario series.

Like previous instalments of *Zelda*, though the action gets heated the emphasis is on solving mysteries, and this adventure RPG lets the inexperienced gamer reach the end. But that doesn't mean it's easy — even gaming aces will be held up by some of the puzzles. Definitely a contender for best GB title of all time!

Nortan Kai

SNES

Producer: Acclaim
Available: July
Status: Official UK release

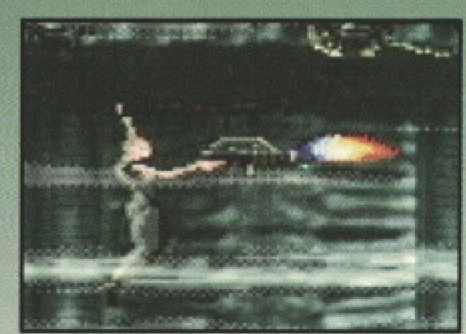


The game is filled with impressive between-level screens and one of the most amazing intro sequences ever — it's just like watching the movie!

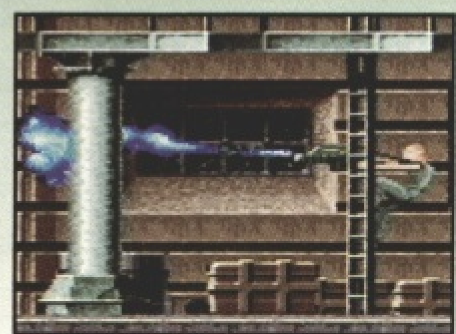
more eggs than... err... a place with lots of eggs in it.

The main character is the ever-suffering Ripley, who has to get through a series of tough missions in one piece. Angry aliens in various shapes and sizes leap out of dark crevices to keep Ripley on her toes.

Alien 3 doesn't follow the storyline of the latest film — it's a combination of all three. The missions consist of saving cocooned prisoners, frying the large alien eggs and linking up with the computer system. From the sneak look we've seen, *Alien 3* is going to be one of the best games of the year. For a taste of what's to come, check out the review of the NES version on page 36 in this issue and reserve your copy of SNES FORCE for a full review



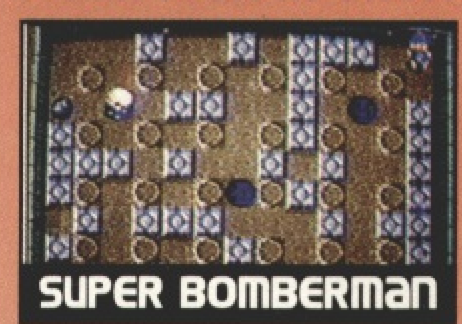
Swing from ladders while blazing away with the machine gun — the controls and animation are brilliant!



There are plenty of power-ups. The blue flame gun is ideal for wiping out face huggers from long range!

LONG SHOTS

There are millions of snes games being developed in the USA. LONG SHOTS is a sneak look at twelve of the coolest...



SUPER BOMBERMAN



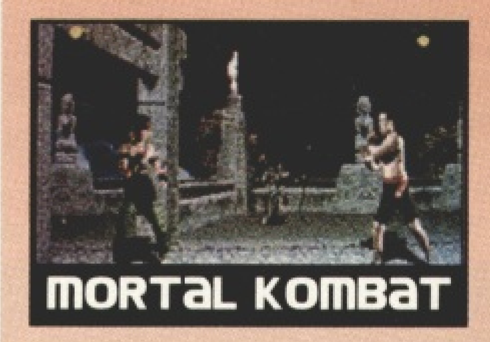
CLAYMATES



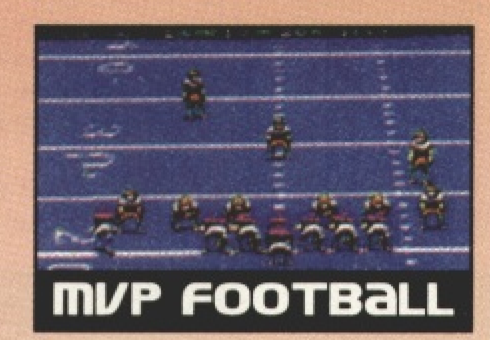
DRACULA



LEGENDS OF THE RING



MORTAL KOMBAT



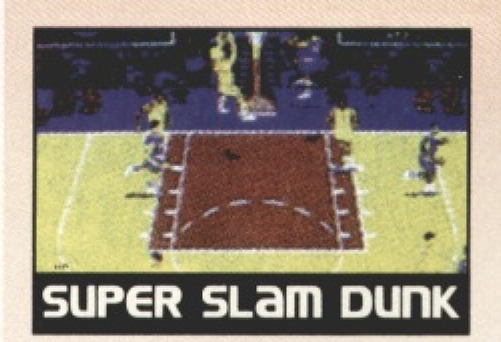
MVP FOOTBALL



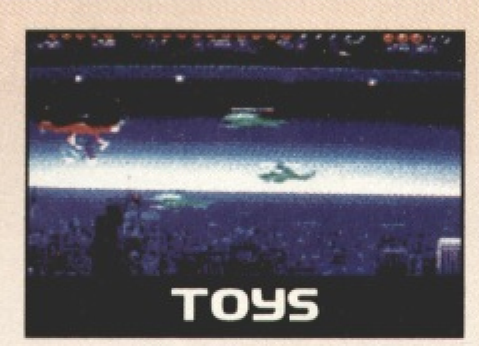
STAR TREK: TNG



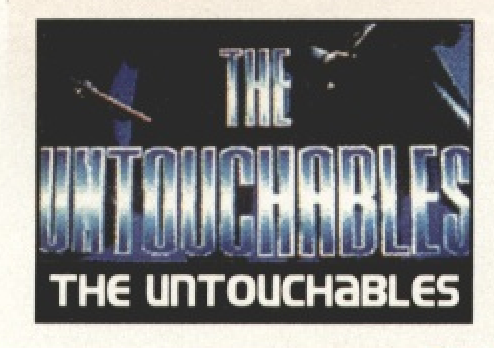
EMPIRE STRIKES BACK



SUPER SLAM DUNK



TOYS



THE UNTOUCHABLES



JAGUAR XJ220

TecMagik tickled pink!

Long time Sega software publisher — TecMagik (who brought such classics as *Shadow Of The Beast*, *Andre Agassi Tennis*, *New Zealand Story* and *Champions Of Europe* to Sega owners) have at long last made the move to Nintendo. The announcement was made at last month's ECTS show when they surprised everyone by showing off four SNES games.

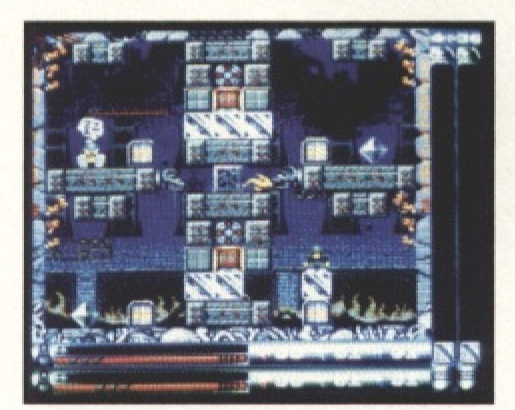
The major licences being developed this year for release in early '94 feature big stars of sport and screen — Andre Agassi, Sylvester and Tweety, Steven Seagal and our favourite, The Pink Panther. The games are only in the very early stages of development but what there was to see was very impressive.

TecMagik spokesman Greg Baverstock said: 'This is a real coup, we are very excited by the magnitude of the licences we have negotiated and look forward to producing high-profile, high-quality products for the successful 8- and 16-bit Nintendo machines'.

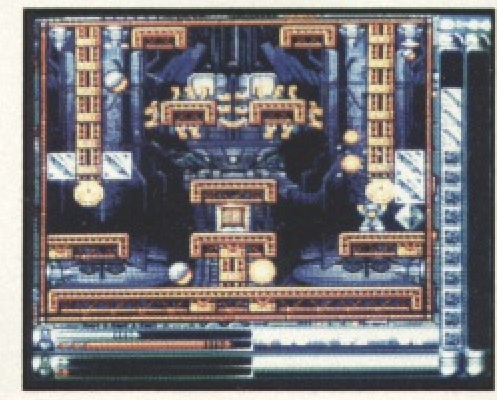
We we're certainly impressed — keep a look out for more in-depth updates in the only dedicated 100% NES mag N-FORCE and the all-new SNES FORCE.

Troddlers

SNES
Producer: Storm
Available: July
Status: Official UK release



***Troddlers* — a *Lemmings*-style strategy game — is one of the first games to be played with the SNES mouse control that was first used in *Mario Paint*.**



Some levels require you to return a specified number of Troddlers home unharmed, while in others you battle against Zombies and collect bonuses!



Young scamps Hokus and Pokus accidentally let a load of Troddlers teleport out of Divinius' storeroom. Troddlers start off cute and cuddly, but teleporting turns some of the little blighters into zombies. Poor Hokus and Pokus must rescue them in *Lemmings* style through 175 levels, with one- or two-player settings, two-player team or 'war' modes, and a mouse-control option.

BUZZ!

Taking a sideways look at Nintendo culture in the '90s

Mega Man madness

MADE IN JAPAN

Mega Man, hero of five NES platform adventures, is so popular in Japan (where he's known as Rockman) that gamers are collecting a complete set of model characters. Each is colourful and finely detailed, and there's even a Mega Man comic strip on the back of the box.



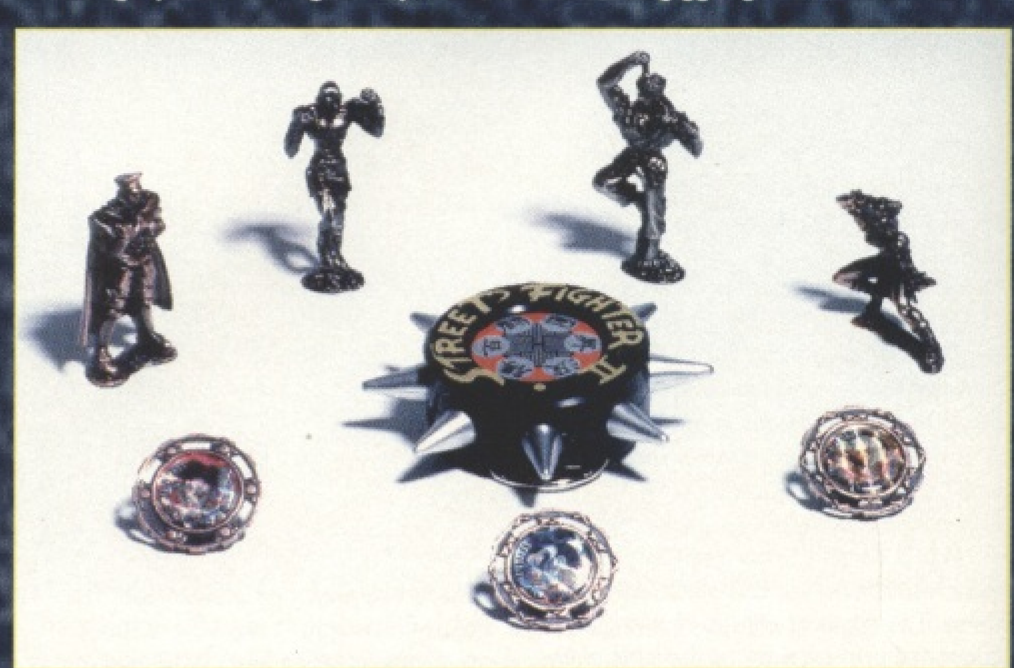
These figures won't appear in this country so you can be sure they'll be worth a fortune in a few years. To win these great collectors' items send your name and address to Mega Man Compo at the usual N-FORCE address — the first name drawn gets 'em.

Metal buddies!

MADE IN JAPAN

Fans of Ryu, Ken and the rest of the world warriors will love these detailed one-and-a-half-inch-tall metal *Street Fighter II* figures (below). Each special edition box features four characters performing one of their power moves. They're only available in Japan but you can win a set if you write in and tell us the name of the most powerful move in *Street FIghter II*. All entries to Spinning Pile Driver compo at the usual address.

Or if you're a secret medallion man, why not try a pendant engraved with a *Street Fighter II* character's head? Even more fun is a *SF2* key-ring in the shape of Chun Li's bracelet, which belts out sound effects from the game including Ryu screaming 'Shoryuken', and Chun Li giggling 'Ya Ta!'



The Incredible Crash Dummies

Ever wondered who tests the brakes on new cars or gets thrown through windscreens in the name of science? It's Spick and Span, better known as the Crash Dummies, and thanks to Acclaim their exploits are coming to the NES in an action-packed platformer, *The Incredible Crash Dummies*.

If you've seen the Game Boy version (reviewed in Issue Nine) you'll know all about the crazy antics of the two fearless stunt dummies. Those meeting Spick and Span for the first time needn't worry — the 8-bit version is completely different. Rather than taking short arcade-style missions, the NES game is a huge platformer, featuring power-ups galore and a multitude of enemies to avoid.

Don't worry all the great addictive gameplay's still there plus a great two-player option for wicked head-to-head battles against a mate. Get on your bike and pick up the cones — careful, there are a deluge of diggers out to squish you. A quick blast with the stun gun stops them in their tracks leaving you free to zoom past.

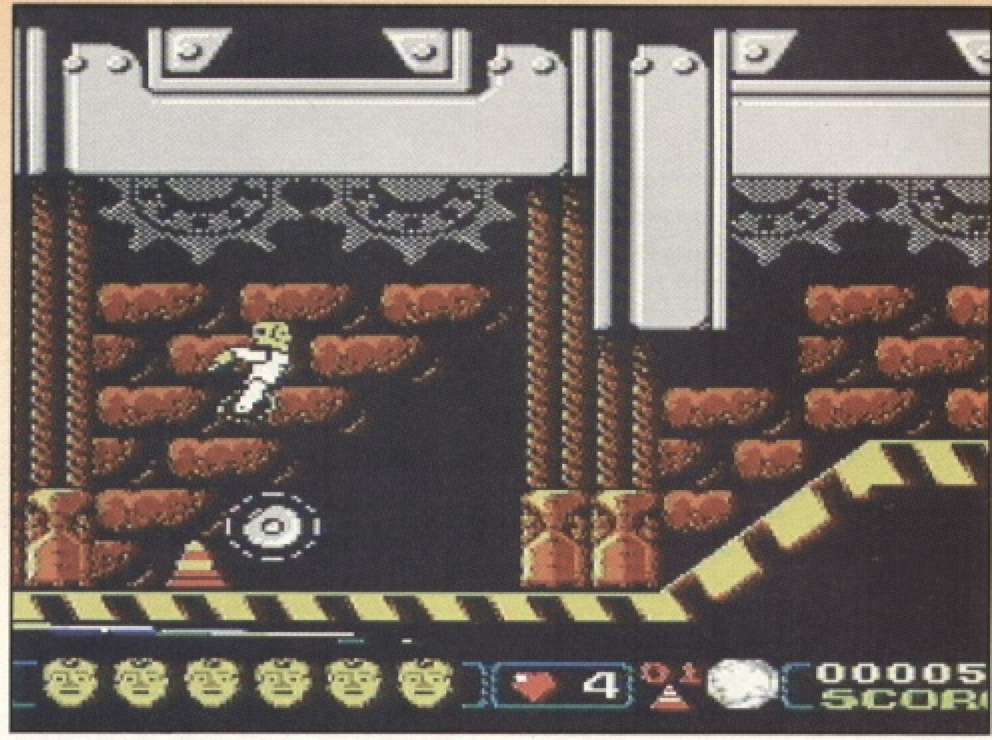
The graphics are some of the best ever to hit the NES and all the action is accompanied by the familiar foot-stomping *Crash Dummies* theme. We'll have the full low down in next issue.

NES
Producer: Acclaim
Available: July
Status: Official UK release



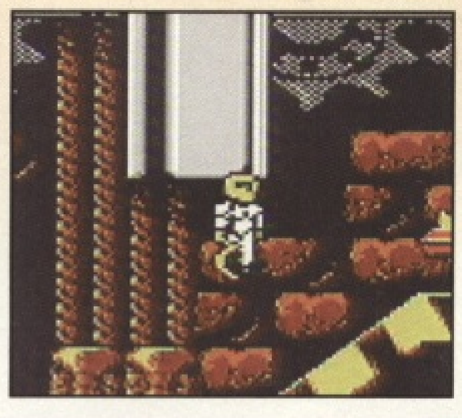


There's fifty points for each cone you run over. Explore every nook and cranny for that extra big high score



Spick and Span's first mission is to jump on a unicycle and find their way out of a massive maze of platforms. You get the choice of one- or two-player action!

Lose all four hearts and you split into tiny pieces and fly back through the level until you hit a steel girder



Mario gets decked!



MADE IN JAPAN

These cool Mario playing cards (left) cost 500 yen (approx £2.95) a packet and N-FORCE has three different sets to give away. To win one, send your name and address to Card Compo at the usual address.

Egg-stravaganza!



MADE IN JAPAN

Cunningly hidden inside each of these Japanese Yoshi eggs is a miniature cookie container. And skilfully concealed within the cookie container is... one genuine, bona-fide biccie-shaped eraser.

Neat, eh? Your pencil sketches will be, if you win one of the two we're giving away. Simply jot down your name and address, and send it to Yoshi Compo at the usual address

Going Live!

BBC TV's *Going Live!* crew visited Elite Systems recently to find out exactly how a game is put together. The story went out on April 10th's programme in the Game Talk slot. Programmers, marketing people and games testers were interviewed about the new *Dr Franken II* SNES game, and a preproduction demo was shown.

Nick and Rob went along to hang out with the film crew and exchange tips on soft focusing and sound booms. They also got a peek at the game — check out the mega-preview on page 22.





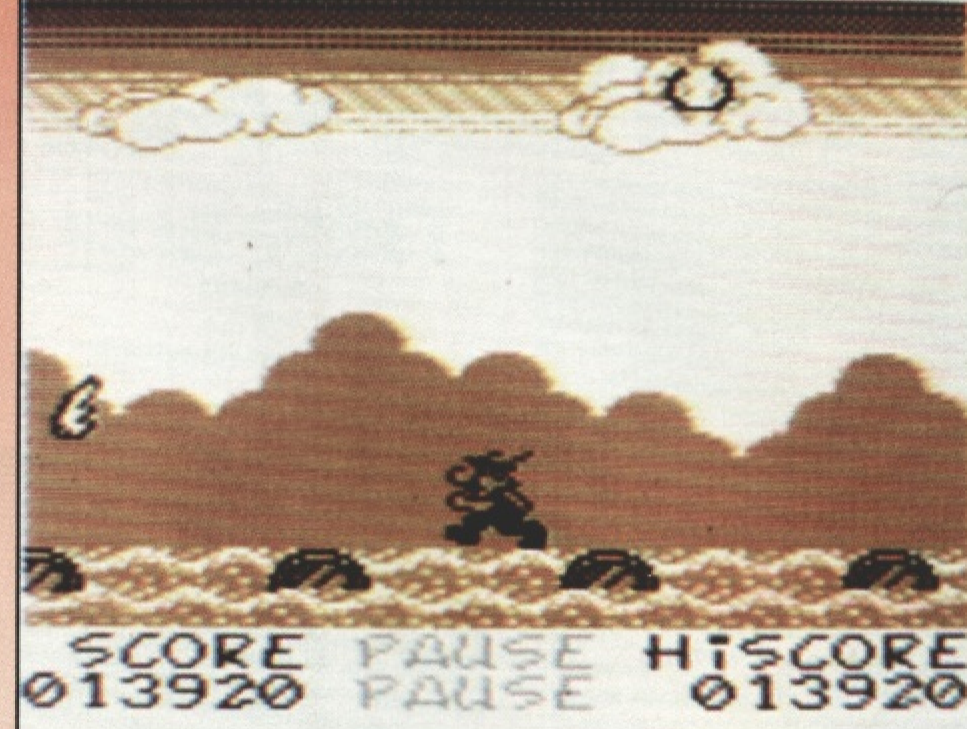


GB

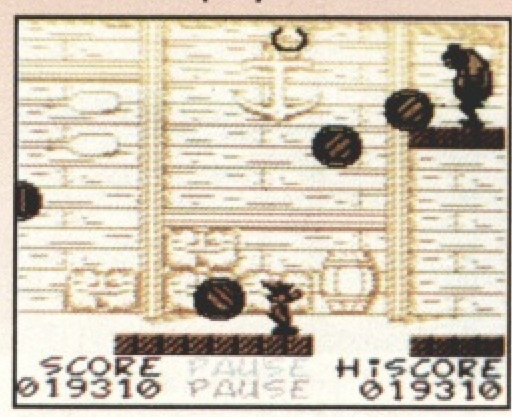
Producer: Infogrames
Available: Now
Status: Official UK release

Obelix has been captured and it's up to the blond cartoon hero of ancient Gaul to rescue the fat oaf. Featuring the Roman empire from Gaul to the pyramids, *Asterix* is a *huge* platform game with 12 levels per world, a great sense of humour and three difficulty settings. What's more, there's a special deal allowing anyone who's bought the game free entry to the Asterix theme park near Paris.

This looks to be one of the Game Boy titles of the year, so keep an eye open for the N-FORCE review— and watch out the sky doesn't fall on your head, by Belenos!



Asterix's adventure takes him to four worlds containing 12 levels. This trip across the ocean looks pretty harmless but it's fraught with danger!



Oh the gaul of it! Dodge the falling barrels then jump to the top platform and beat up this rowdy Roman. Each of the game's settings are inspired by various books!



Bravo! You've completed the game. You wont see this screen for a long time though. The three difficulty settings gives *Asterix* great lastability!

Storm over virtual sequel

Die hard N-FORCE fans will remember we gave you free tickets to the block-busting box office smash *The Lawnmower Man* way back in Issue One. We were the first to give you the inside story on the console conversion and a year later we're breaking the first news on the sequel.

Storm (the folks behind the original game) have just announced they've bought the rights to *Lawnmower Man II* The game, which will appear first on the Game Boy, is scheduled for release around Christmas to tie in with the eagerly-awaited film sequel of the same name.

You play the role of Dr Angelo as he battles through a variety of real and virtual worlds in his attempt to destroy CyberJobe who was turned into a total psycho in the first movie. Featuring eight real and virtual worlds, stunning 3D graphics and one- and two-player options, *Lawnmower Man II* is being heralded as the best Game Boy game ever. Watch this space for a full preview!



A long way off, but definitely a game to look out for, is *Lawnmower Man II* on the SNES featuring the awesome virtual reality effects used in the first *Lawnmower Man* film.

Pond goes crazy!

Slippery sleuth James Pond and his mates indulge in some strange games to stay fit between missions in their latest SNES romp: *James Pond's Crazy Sports*.

Sort the men from the minnows with some truly wacky aquatic antics.



This is just one of the many great events in the game — others include 100 Metre Splash, Kipper Watching, Bouncy Castle and the Tour de Grass!



Street Fighter sticker shocker

They said it could never be done, but the SNES FORCE team have proven everyone wrong!

The SNEStastic first issue of Britain's newest Nintendo read will feature an absolutely free and totally without cost official *Street Fighter II* sticker album with the requisite number of complimentary stickers.

Merlin publishing are behind this brilliant collection and you can tell how good it is because Capcom have endorsed it!

and finally...

46 Billion B.C.

SNES
Producer: Enix
Available: July
Status: Japanese Import

Check out how things were hangin' when the first life crawled from the primordial soup in this original and beautifully-drawn eat-'em-up-for-evolution-points sim. Get the first issue of SNES FORCE for a full review of *46 Billion BC*.

The Fidgetts

GB
Producer: Elite
Available: August
Status: Official UK release

When the Fidgetts, a family of mice, journey to America, two scatter-brained rodents get separated from the rest — and that's where this game starts.

Attractions include 790 screens (more than twice as many as most GB titles), simultaneous two-player mode (one mouse each).

There are loadsa puzzles, and a battery back-up for game saving, making this a title well worth looking out for.

Space Ace

SNES
Producer: Empire
Available: August
Status: Official UK release

Space Ace, sequel to the ground-breaking *Dragon's Lair* games, promises to set new standards in animation. *Dragon's Lair* creator Don Bluth has produced 3D backgrounds, completely different levels, several ways to complete each level, multiple game endings, and an inset TV screen showing pictures from the original laser-disk version.

Magic Boy

SNES
Producer: Empire
Available: August
Status: Official UK release

Prepare for death by cuteness in *Magic Boy* this autumn. The arcade adventure promises 200 colours onscreen simultaneously, parallax scrolling over a 'rainbow' backdrop, 64 levels and 32 secret rooms. Watch SNES FORCE for the first news.

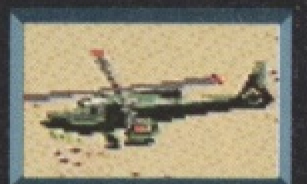
CHART ATTACK!



It's a great month for racing games — Micro Machines is in pole position in the UK NES charts and Super Mario Kart is still leading the SNES field. Can they stay out in front or will they be pipped at the post next month...?

UK CHART

		SNES			NES			GB
1	—	Super Mario Kart	1	▲	Micro Machines	1	NE	Lemmings
2	NE	Desert Strike	2	▼	Dizzy	2	▼	Super Mario Land 2
3	RE	PGA Golf	3	—	Lemmings	3	—	Star Wars
4	—	Super Mario Paint	4	NE	Noah's Ark	4	▼	Crash Dummies
5	—	Road Runner	5	▼	Super Mario Bros. 3	5	▼	Looney Toons
6	▲	Bart's Nightmare	6	NE	Super Sports Chall	6	NE	Track and Field
7	NE	Super Swiv	7	NE	Star Wars	7	▲	Home Alone 2
8	▼	Super Mario World	8	NE	Pirates	8	NE	WWF 2
9	▼	Pilotwings	9	NE	Hyper Soccer	9	▼	Aliens 3
10	▼	Street Fighter II	10	NE	Bucky O'Hare	10	▼	Terminator 2







JAPANESE CHART

		SNES			NES			GB
1	NE	StarFox	1	NE	The Fighting Legend	1	▲	Kirby's Dreamland
2	NE	Metal Max 2	2	▲	Yoshi's Cookies	2	▲	Super Mario Land 2
3	▲	Formula 1 Part 2	3	▼	Family Stadium '93	3	RE	Adventure Island 3
4	NE	Albert Odyssey	4	▼	Rockman V	4	▼	Yoshi's Cookies
5	NE	Jojo's Strange Adv	5	▼	Super Mario 2	5	▲	Tetris
6	NE	NBA Basketball	6	RE	Tetris 2	6	NE	Sailor Moon
7	▼	Final Fantasy	7	NE	Dragon Quest IV	7	▼	Yoshi
8	▲	DragonQuest V	8	NE	Rockboard	8	▼	Super Mario Land
9	▼	Super Mario Kart	9	NE	Hello Kitty's Flower	9	▼	Castlevania Special
10	NE	Batman Returns	10	NE	Final Fantasy III	10	▼	Megaman World 3







AMERICAN CHART

		SNES			NES			GB
1	▲	Bull vs Blazers	1	▲	Tecmo Superbowl	1	—	Super Mario Land 2
2	▼	Street Fighter II	2	▼	Tecmo Basketball	2	—	Super Mario Land
3	▲	Spiderman X-Men	3	▲	Tetris	3	▲	Ren and Stimpy
4	▲	NHLPA Hockey	4	▲	Dragon Warrior IV	4	▲	Golf
5	▲	Monopoly	5	▲	Dr Mario	5	▲	Monopoly
6	▼	John Madden	6	▲	Super Mario Bros. 2	6	▲	Dr Mario
7	▲	Magical Quest	7	▼	Super Mario Bros. 3	7	▲	NBA All Star Chall 2
8	▼	Zelda	8	▼	Megaman 5	8	—	Home Alone 2
9	▲	Death Valley Rally	9	▲	Blue Marlin	9	▲	Tiny Toons
10	▼	Mystic Quest	10	▼	Yoshi	10	▲	Caesar's Palace

WIN A DREA

...anywhere

Later this year one of our readers will be invited to go on a holiday of a lifetime – to just about anywhere in the world. It could see you basking in the Bahamas, or cruising in the Caribbean. It could be ambling around Australia, or night-clubbing in New York. Even trekking in Tibet, or pottering around the Pyramids. Literally, the world is your oyster !

It could be a holiday for one. Or for a whole family. Just as you wish – providing the total cost comes to no more than £3,000.

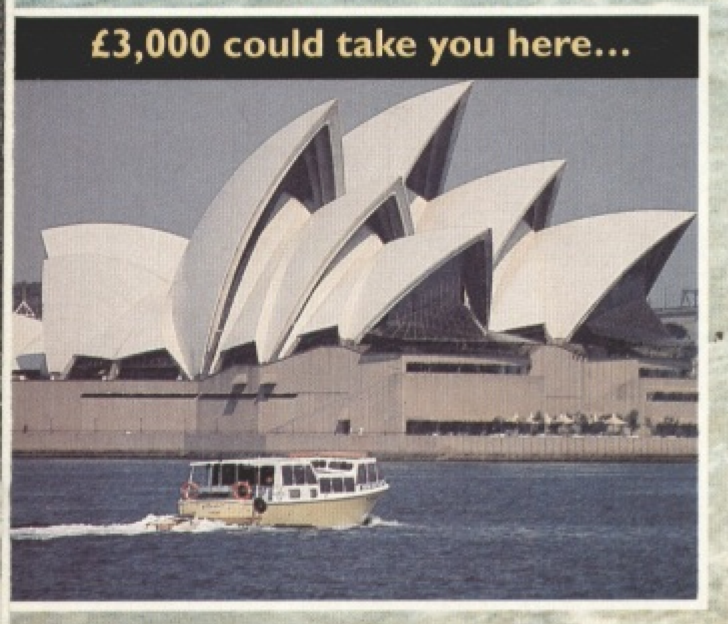
How do you go about winning such a fantastic invitation? Simply by completing the coupon opposite and handing it in to your newsagent. He will then enter it for this unique competition, in time for the draw which will take place on July 12.

If you win you will be asked to select the holiday of your choice from any you see on offer – either nationally advertised or available from your local travel agent. There will be absolutely no restriction on the location, or the company you choose to provide the holiday.

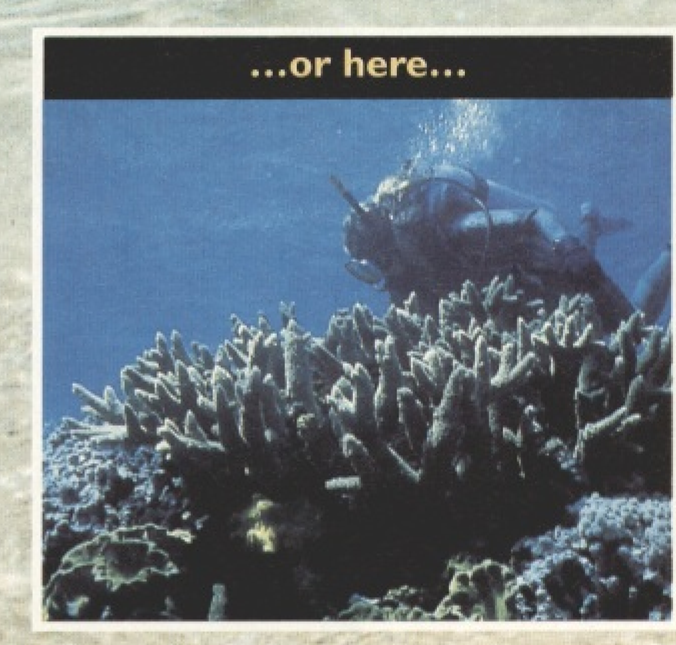
It will be entirely up to you to decide which is the right holiday to suit your tastes.

And that's not all. As a thank you to your own newsagent, we will also be sending him two free tickets for a fabulous holiday in Paris, staying at a top hotel, going on a grand sightseeing tour and taking in a spectacular show at an exotic night club!

£3,000 could take you here...



...or here...



...or anywhere!



AND IF YOU WIN, THERE'S A HOLIDAY

AM HOLIDAY in the world!



WHICH MAGAZINE FOR YOU?

ACORN – One of Britain's longest-running computer magazines, *Acorn Computing* (£2.95) is the pre-eminent choice for users of the Archimedes and BBC Micro.

COMMODORE – Three magazines serve the dedicated Amiga fraternity. For games players there is *Amiga Action* (£3.95) and *Amiga Force* (£1.95), while *Amiga Computing* (£2.99) covers every aspect of this versatile machine. Owners of the C64 will find all they need in *Commodore Force* (£2.95).

ATARI – For the Atari ST enthusiast there are three magazines – *ST Action* (£3.95) for gamers, with *Atari ST User* (£.3.40) and *Atari ST Review* (£3.50) satisfying the more general ST owner.

NINTENDO – The whole of the ever-expanding Nintendo scene is covered by *N-Force* (£.1.95), while dedicated fans of the Super NES have *Super Action* (99p) and for Game Boy freaks there's *GB Action* (99p).

PC – Most dynamic newcomer on the PC magazine scene is *PC Home* (£3.95), covering both business and leisure interests. *PC Today* (£3.95) is devoted to supplying practical solutions for the small businessman.

SEGA – All the Sega games machines have their champion in *Sega Force* (£1.95), with *Mega Action* (99p) serving the needs of Mega Drive owners *(to be launched on May 20).*



To enter this £3,000 contest, just hand this coupon in to your newsagent

I wish to place a regular order for the magazine(s) I have ticked below:
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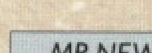
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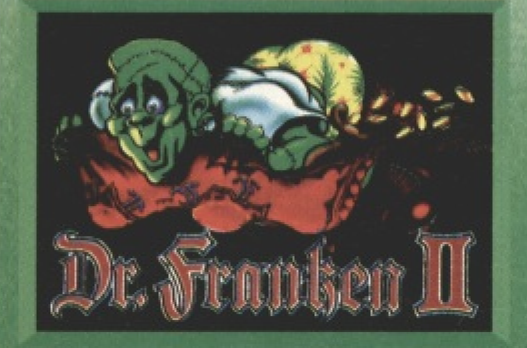
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DR. FRA

PLATFORM

GB/SNES PREVIEW

PROGRESS REPORT
Producer: .... Elite
Supplier: .... Elite
Price: .... GB£27.99, SNES £TBA
Status: .... Official UK release

OPTIONS
Players: 1
Continues: .... None
Skill levels: .... None
Extras: .... Battery back-up

SNEAKY PEEKS...
NICK — *He's back and he's... green? I loved the original and this is even better!*
CHIKE — *This peculiar platformer will certainly send shivers down your spine!*
CARL — *Dr Von Frankenbone and his captivating creation are as brilliant as ever!*

Franky's back and this time there's trouble! Last year's hottest Game Boy platformer has been given a face lift. N-FORCE brings you an exclusive preview plus first news on the SNES conversion...

If you go down to the woods today you're in a for a very big surprise. Forget the teddies and the picnic baskets, there's a six-foot monster with a steel bolt through his neck on the loose. Who is this miracle of spare-part surgery? And more to the point, what's he doing running around the countryside scaring poor villagers senseless?

Weird things have been happening ever since Dr Von Frankenbone, brilliant scientist and full-time fruit cake, decided he should go out and make new friends — literally. Not content with going down to the local community centre and joining a few clubs, or inviting a couple of villagers over to the castle for drinks, dinner and a reading from *Chemist's Monthly*, Frankenbone (better known as Dr Franken) decides he'd have much more success building relationships if he made his pals out of bits of scrap metal lying around the workshop.

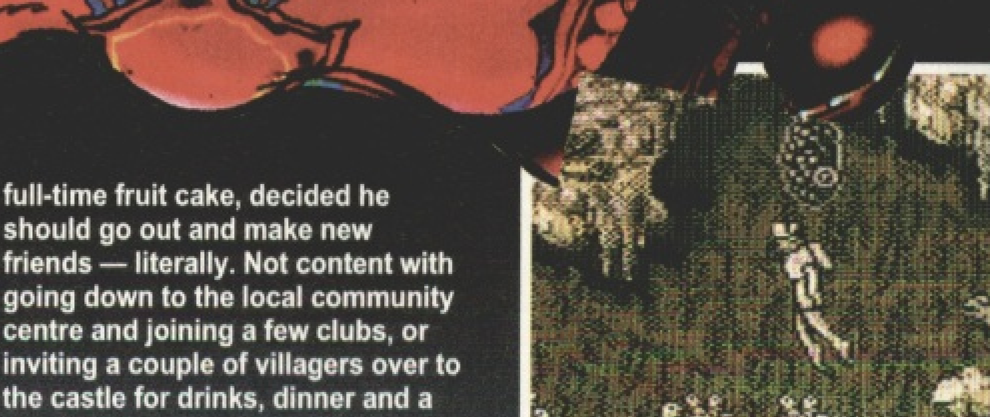
So, one night armed with scapel, saw, a tin of luminous green paint, a pair of his favourite stripy red pyjamas and one of Paul Daniels' old rugs he disappears into his workshop to create the friend he always dreamed of.

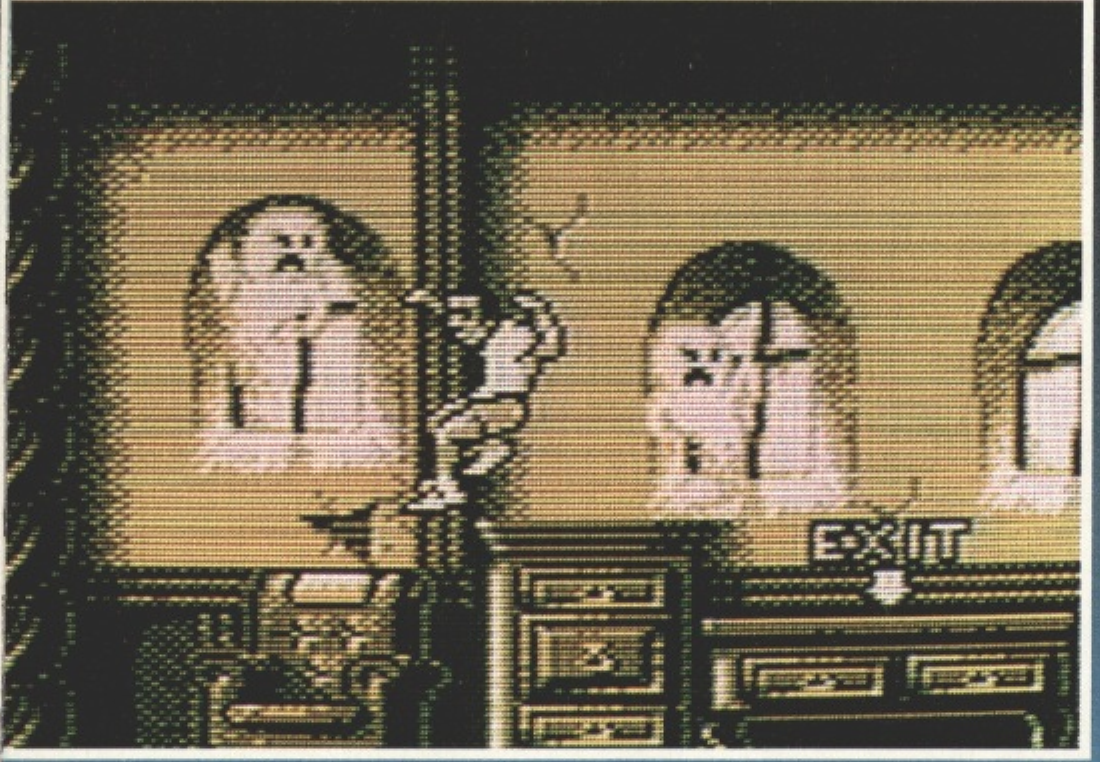
Unfortunately, plastic surgery had never been his speciality and the end result looked more like a welders bench than a vision of masculine beauty. Still, he had a friend and he christened him Franky — imagination wasn't one of the doc's strong points either!

Cash or charge?

Over the next few years the two got on like a test tube on fire and they had many great adventures until one fateful day, Doctor Franken got home to find a huge bill from the electricity board. Bringing Franky to life had been a very expensive business and keeping him charged was costing a fortune. The property developers were waiting to take over the Frankenbone family estate. He needed cash, fast!

That's where Franky comes in! Having bolted from the castle he takes refuge in a chateau hidden on the edge of the estate and swears to find the doc's lost treasure. His search takes him through the estate's grounds, the haunted out house, the greenhouse, the local village, and eventually onto Egypt and a submerged ship wreck — phew! I hope he remembers his rechargeable batteries!

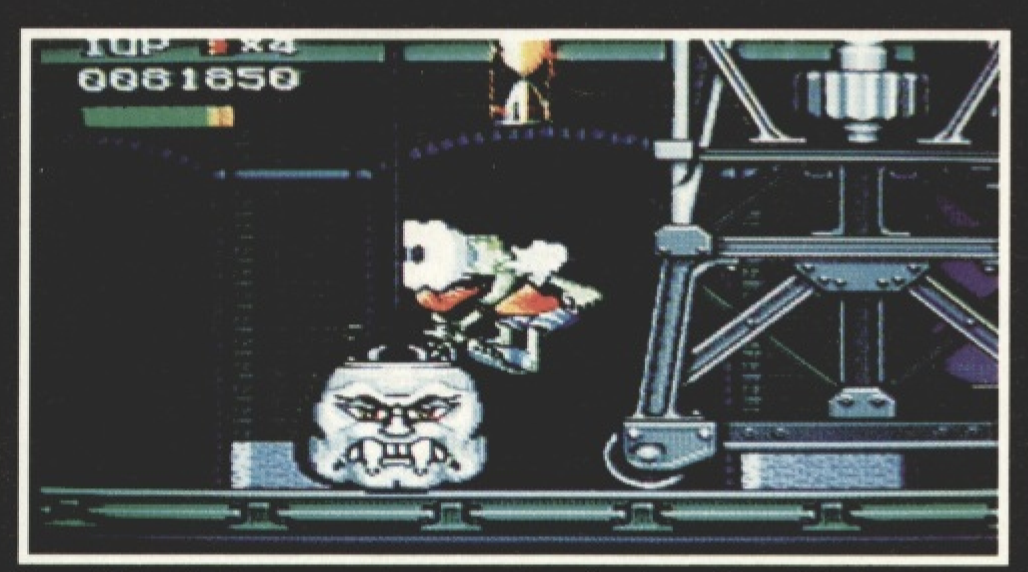

Grab an aqualung and explore the sea bed in this underwater level.



Leap around the massive levels looking for power-ups and hidden items essential to your mission. When you've finished, make your way to the exit and the next room.

NKEN II





Super Dr Franken features great cartoon-style animation and incredibly detailed backgrounds. Each level guardian has an energy bar and every hit reduces the boss' life force. Better be quick though — your mission is against the clock!

Those familiar with the original Game Boy version of *Dr Franken* know all about the great graphics and superb playability but for newcomers to the freaky world of Franky be prepared for some of the greatest strategy-based platform action ever to hit the handheld and the SNES. Yep, you heard right! there's a 16-bit version in the works, *Super Dr Franken*, and from the exclusive look Elite gave us it's going to be absolutely amazing!

Bits and bolts!

Gameplay is the same in both versions — in true platform tradition enemies are killed by jumping on their heads. Franky's life force is represented by an energy meter at the top of the screen. Every collision with the baddies causes damage and when the energy bar is empty it's goodnight Franky.

On the handheld version, the size of the playing area is huge — there are six large areas, seven completely new locations and over 140 rooms in 12 different buildings all packed onto a massive two-meg cart. *Super Dr Franken* is even bigger! There's action galore over some of the most colourful backgrounds and longest levels ever. Can Franky find the hidden treasure, or will Dr Frankenbone have more than his electricity cut off?

MILO: 'Tailor-made for platform fiends!'



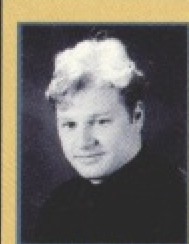
If the idea of searching for body bits and practicing spare part surgery in dead scientist's castle appeals to you, this game is made for you. The SNES version (*Super Dr Franken*) looks amazing — the Franky sprite is huge and the massive levels look absolutely amazing. The playability is brilliant though we're assured that gameplay is going to be tweaked to make it even better — I can't wait to see a finished version!

Dr Franken II is just as impressive. The spooky sprites and backgrounds look great on the Game Boy's screen and the scrolling and animation is as smooth as the original. Perhaps the most noticeable change from the first game is the increased difficulty — I spent many happy hours sweating over *Dr Franken* and this is even tougher!

Thankfully, a battery back-up is included so you don't have to ruin your eyesight squinting at the small screen. There's even a language option so if you get bored of playing in English you can switch to Spanish or French. Elite obviously are hoping for a big hit in Europe — they should be very confident, *Dr Franken II* has all the makings of an absolute stunner!

MILO

CHRIS: 'A stunning sequel!'



Awesome! That's the only word to describe this game. I just loved *Dr Franken* on the Game Boy and the sequel is even better. The graphics are crystal clear and the animation is incredibly fluid. All the original elements that made the first game so much fun are still there but the gameplay's been tweaked to make controls smoother and scaling faster.

If that's not enough, the SNES version in development looks great. Franky looks cool in his T-shirt, shades, Bermuda shorts and shiny steel bolt! The cartoon-style animation is excellent — the way his eyes and tongue leap out of his odd shaped body every time he gets hit reminds me a lot of *Tom & Jerry* and is a great touch! Multi-layer parallax scrolling is used to create some spectacular backgrounds — the Egypt level is breathtaking. Just imagine what the game will be like when is fully finished!

CHRIS



Go, Franky go! Although he's made of spare parts, Franky leaps and bounds like a spring chicken. The atmospheric levels get pretty spooky when the lightning strikes and the thunder rumbles — it'll take more than that to scare our hero though!



Right: just one of the special moves Franky has up his sleeves!



SHORT CIRCUIT

Rotation, scaling, layered colours and 3D landscapes. N-FORCE grab a sick bag and take you on a tour of SNES special effects...

We all know what an amazing 16-bit console the Super Nintendo is, with its custom graphic chips, 32,768 colours and eight-channel stereo sound. But have you ever checked out all the special effects possible with this wonder console? Making playable video games is the easy part, it's those extra neat touches that make players want to see more.

To make the stunning special FX like 3D scrolling, the SNES has a number of built-in features — the technical jargon for these is hardware modes. Before things start getting confusing let's take a look at what makes a video game.

Sprites are any movable objects on the screen. They can be the main character, monsters, space ships — absolutely anything that moves. Of course they are usually animated to give more realism. On the SNES they can be as big as 64 x 64 pixels (a pixel being one coloured dot of which thousands make up the picture) or as small as 8 x 8. A game can have up to 128 different sprites.

Sprites are placed onto backgrounds or backdrops. In most games a background is made up of various layers, all moving in sequence to create a parallax effect. An example of this is multiple layers of clouds giving the impression of movement in a shoot-'em-up.

Rotation

Rotating sprites in a game was never an easy task — until the invention of the SNES! To create the illusion of an end-of-level guardian rotating, the sprite had to be drawn in one position then tilted slightly and drawn again. For perfectly smooth rotation 360 positions had to be drawn, one for each degree of a circle. More jerky rotation could be achieved by using less sprites.

The SNES changed the face of modern gaming by developing a special hardware mode designed for sprite rotation! Instead of using 360 sprites (which uses masses of valuable memory), only one copy of the sprite is needed and this can be rotated through a perfectly smooth 360°. An example of this is Bowser's sprite at the end of *Super Mario World*. He sits inside his capsule and the whole thing tilts to let giant balls fall out.

Backgrounds can also be rotated to create interesting levels in platform games and shoot-'em-ups. Just check out the section in *The Legend of the Mystical Ninja* where Kid Ying and Dr Yang rotate the whole level through 90° by jumping on a switches. And there's the excellent stage in *Contra Spirits* (or *Super Probotector*) where the level is rotated using the [L] and [R] buttons — making even the best game players dizzy!

Scaling

Scaling simply means making sprites bigger or smaller. As with rotation, both sprites and backgrounds can be scaled. Facing a huge end-of-level monster can be a daunting sight and a really tough challenge.

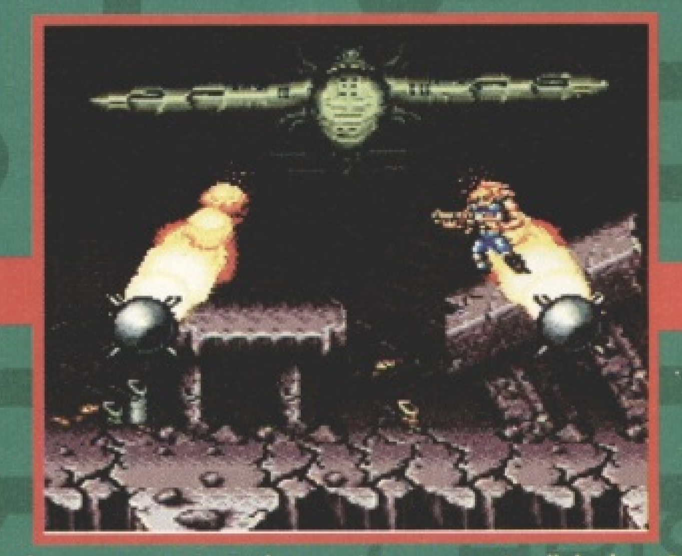
The trouble with scaling is if the original is smaller than the enlargement you end up with a hideous blocky image. If you imagine magnifying a grainy photo, when you zoom in you lose all the quality of the original picture.

To get around this, game



Mario admires the lovely translucent colour effects in the classic game *Super Mario World*. Any SNES owner without this masterpiece should get a copy now!







Scaling like this plane used in the game *Contra Spirits* (also known as *Super Probotector*) is common in all the best Super Nintendo games. If a game doesn't use this effect it's a complete because the chips are there inside the console for programmers to use. If they don't all the games will start to look like Sega Mega Drive drivel!



With clever programming the various modes and image manipulating effects inside the SNES can be used to great effect. Here we see a level of *Castlevania IV* where the background spins around as if the player is inside a revolving drum — brilliant!

designers start with a large detailed image then scale it so when it is used close up you don't loose any detail. A brilliant example of this is in *Road Runner: Death Valley Rally* where Wyle E Coyote falls down the ravine recreating the original cartoon perfectly! The puffa fish in *Parodious* also shows off this stunning effect.

Colour

I bet you're thinking, 'What does he mean colour? It's either there or it's not!'. Well there's more to putting colours into a game than just colouring in the sprites and backgrounds like a paint-by-numbers set. The SNES has special colour layering effects that can give backgrounds a tint giving the effect of light coming through a window, do spotlight effects like the the boss stage in Level One of *Tiny Toon Adventures* or give a level a blue tint to create fresh and sparkling water .

If you notice, the tinting effects on other machines (mentioning no names — the Sega Mega Drive!) and badly thought out SNES games, you will often areas covered with coloured dots. This is an awful way of tinting and can be seen at it's worst in *Sonic the Hedgehog* — the SNES should never lower itself to these standards!

Mode 7

We've all heard about Mode 7 but what exactly is it? Well, the SNES has six graphic modes and the seventh one (Mode 7) allows giant backgrounds to be scaled and rotated to simulate 3D. This effect was first used effectively back in the early days of the snes in *F-Zero*, an incredibly fast space-age racing game and *Pilotwings*, the brilliant flight simulation where you take to the skies in planes, hangliders and rocket packs. The amazing spinning and rotating effects did a lot to establish the SNES as the console to own!

The latest game to master the use of Mode 7 is *Super Mario Kart*, the high-speed racing game featuring Mario and the gang karting over a variety of great courses.

The future

So what else remains? Surely just about ever feature of the SNES is already being used to the full? That may be true but many companies are busy developing new custom chips to be placed inside game carts which will create even more stunning graphic effects.

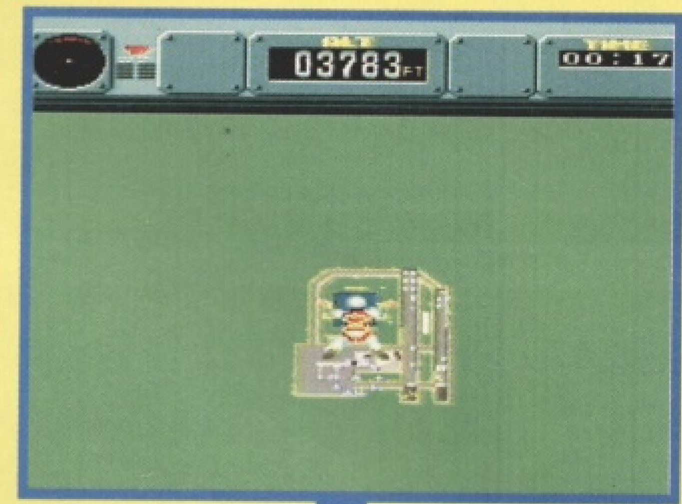
The latest invention from Nintendo is the Super-FX chip which made its first appearance in *StarWing* (*StarFox*). The chip is specially developed to create a 3D world made up of shaded polygons.

Unlike the other SNES graphic effects, the Super-FX chip is stored inside the cartridge instead of the console. It's rumoured that the long awaited snes CD-ROM will include this chip to give even more mind-blowing CD games!

Sega owners can boast and brag about their CD-ROM drive with it's impressive graphics and sound but they have to fork out over £300 — Super Nintendo owners have got them thrown in for no extra cost!

So what else will those boffins at Nintendo come up with to tickle our gaming taste buds? CD-ROM will be with us soon and there are more Super-FX games in production. One thing's for sure, buying your SNES was the best move you ever made!

Mode 7 in the heavens!



The first game to use the amazing Mode 7 graphics of the Super Nintendo proberly was *Pilotwings*. Players select one of the flying techniques and then zoom around the skies to their hearts content!



Here we see one of the sky-diving levels where various tricks and spins must be completed before landing on the designated target. The ground is scaled as the brave hero moves towards it at high speeds. Rather him than me!



Oh dear! This fellow is getting a little too close for comfort. If he doesn't open his parachute soon he'll be taking a trip through the roof of the building. Lets just hope there are some soft cushions to land on inside! No chance!

Flippin' heck!





In the strange Japanese game *The Legend of the Mystical Ninja* there's a level where the whole game is flipped through 90° when a stopper is stepped on. This gives a whole new set of platforms and obstacles to contend with. Don't you just love the Super Nintendo?

FORCE RA

RATINGS WAR

Every N-FORCE review has a jam-packed FORCE-RATED panel — delivering more essential info than ANY other mag rating system — and that's GUARANTEED!

GAME TYPE: What sort of game it is. Typical types include platform, beat-'em-up and puzzle.

SYSTEM: Which Nintendo console the game runs on — either SNES (Super Nintendo) NES or GB (Game Boy)

AVAILABILITY: Where to buy it. How much it costs and what country it originates from (either UK, USA or Japan)

OPTIONS: Important info about the game you need quickly — number of players, continues, skill levels and any extras.

FIRST GLANCE: A brief comment about the game from three N-FORCE reviewers who have spent less than 10 min with it.

GRAPHICS RATING: What the team think of the graphics. This includes sprites, backgrounds and animations.

SOUND RATING: An opinion on the sound quality. Factors taken into account include background music and spot effects.

PLAYABILITY RATING: How the team feel the game plays. Is it too easy? Too hard? Maybe just boring or absoultely brill!

LASTABILITY RATING: A guide to how additive the game is. Our reviewers play it over a number of weeks and decide.

FORCE FACTOR: N-FORCE has six reviewers. This final rating is the result of a full team play-test and discussion.



PLATFORM

SNES

AVAILABILITY
Producer: ....Kaneko
Supplier: ....The Computer Game Shop
Tel: 0743 363300
Price: £45
Status: ....USA import

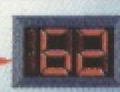
OPTIONS
Players: 1
Continues: 3-5
Skill levels: 1
Extras: .... None

FIRST GLANCE
CHRIS: *Plodding collect-'em-up short on thrills. A few original ideas let down by uninviting gameplay.*
ROB: *Probably the weirdest graphics I've seen in a long time, but this is all it's got going for it.*
CHIKE: *The dodgy graphics and bad gameplay put me off right from the start*


GRAPHICS *Wild backdrops and curious sprites*


SOUND *Screeching tunes — weird FX got annoying*


PLAYABILITY *Slow and unresponsive but worst of all repetitive!*


LASTABILITY *Plenty of levels but many are boring*

FORCE FACTOR *A smooth well-presented game but lacking depth and polish.*


**Fresh from a
Chester the
king of Ame
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shades, the
preparing fo**

Poor Chester the c
behind bars — z
He desperately v
out of Four Corn
Mean Eugene, the zoo
dismantled the cool kitt
motorcycle and hidden t
around the zoo's ground
underground tunnel netw
His only hope of esca
recover the bike fragmen
before he can think of fr
are five levels of vertica
horizontally-scrolling p
to conquer. Level One
the Park, then it's ont
Pits, the Gator Alley, a
Caves before the final
Houses.
There are various p



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The varying leve
squeezes through a
runaway speed boat,
sound effects don't i
control the second l
Okay, so Chester
programming but th
touches and attract
guitar sequence is
enjoyed for a while.



IT'S A JA





To help you spot the awesome games from the merely brilliant, we've introduced an addition to our ratings system. Any game with a FORCE RATING of 90 or above is highlighted in green, instead of the usual red. Such praiseworthy software also receives the ultimate accolate — an N-FORCE KNOCKOUT!

ATED

...M PACKED JUNE



Twelve months is a heck of a long time in world of Nintendo gaming. That's how long this magazine has been on the scene, pioneering the very best in news and reviews coverage. The demands of you — our readers — have changed almost beyond recognition over the past year.

Our first birthday seems as fitting a time as any to announce pretty dramatic changes to your favourite Nintendo gaming read.

From next month **N-FORCE** is splitting into two magazines — one for NES owners (this one) and a new version for Super Nintendo owners — called **SNES FORCE**.

Each magazine will be produced by the same reviewing teams you have hopefully come to trust over the past months. There will, of course, be some changes in format and presentation — but the same basic values of honesty and impartiality will be there for all to see.

N-FORCE was the first magazine in Europe to break with a full review of *Street Fighter II* — that was way back in June last year. We can promise that **SNES FORCE** will be just as dedicated to bringing you full reviews of the hottest games while other magazines are still just dreaming about them.

Game Boy owners will also be catered for better than ever from next month. **GB FORCE** is an exclusive free supplement that will be inside both magazines. It promises to deliver the fastest editorial coverage coupled with the hottest handheld designs.

If you've got an NES the magazine split is excellent news for you too. From next month this space will be occupied solely by wall to wall NES games. It's time to look up to **N-FORCE**!

TRUE COLOURS

At least four members of the team look at every game that's reviewed in N-FORCE. To make things easier to follow each person has their own colour which is used next to comments and at a glance boxes...



NICK ROBERTS — Nick is currently looking forward to the prospect of having complete control of the mighty N-FORCE from next month when he becomes Editor. Oh the power....



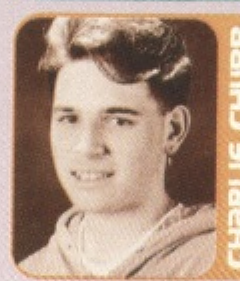
CHRIS RICE — This is the last issue that Chris will be production editor of. He's moving off to edit our new sister magazine SNES FORCE — mind you he'll only be across the corridor



CARL ROWLEY — Carl's in the middle of putting together another tips book at the moment (more of that in later) He's also just been lucky enough to become our production editor



ROB MILLICHAMP — Rob's not been very well this month. Nobody else on the team is quite sure what was wrong with him, but the Prawn Mayonaise sarnies are a real no-go area!



CHARLIE CHUBB — The days are getting longer and our deadlines are getting shorter. Not a good combination when Charlie wants out on his mountain bike at the weekend!



MILO JACKSON — Milo's spent most of this month sulking because nobody from Amiga Force invited him to their "Sensible Soccer" challenge. Oh well — there's always next year.



RACING

SNES

AVAILABILITY
Producer: .... Seta
Supplier: .... Krazy Konsoles 0422 342901
Price: £69
Status: .... Japanese import

OPTIONS
Players: 1
Continues: .... Infinite
Skill levels: 3
Extras: .... Battery back-up

FIRST GLANCE

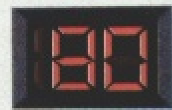
CARL: *Furious, fast Formula One fun. An absolute belter of a game — move over Senna, here I come.*

ROB: *Incredible smooth scrolling and great graphics — it shouldn't take to long to complete though.*

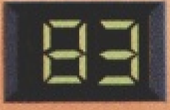
CHIKE: *Wow! This is the fastest racing game I've ever played. Pity there's no two-player option though!*


GRAPHICS *Highly impressive Mode 7 tracks with super speed*


SOUND *Brilliant rave-style music but annoying car sounds*


PLAYABILITY *Easy to start but tough to master*


LASTABILITY *It's not difficult to reach the Formula One tracks*

FORCE FACTOR *A slick and super fast racing sim but a bit too easy!*




Take the SNES classic *F-Zero*, put a rocket up its exhaust pipe and you have a whole new driving experience...

Formula One is a sport for champions. Every competitor has worked his way up from lower-powered machines. And if you fancy proving yourself against the cream of the '92 F1 season that's exactly what you'll have to do in *Exhaust Heat II*.

You begin as a star struck rookie in the humble world of Group C racing. Win on every circuit and you graduate to Formula 3000. Repeat your achievement to compete with the legends of F1 '92, (Nigel Mansell, Ayrton Senna, Aguri Suzuki!) driving for real teams — Benetton, Footwork or Venturi in your first season but there's a chance of promotion to Ferrari, Williams or McLaren if you've got what it takes to reach the top!

Becoming the best means finishing in the top five. There's plenty of prize money for upgrading your mean machine. Each race pits you against 25 other drivers with different characteristics. Formula 3000 and Group C have eight courses each, while F1 boasts 16 — all replicas of actual tracks from the 1992 season.

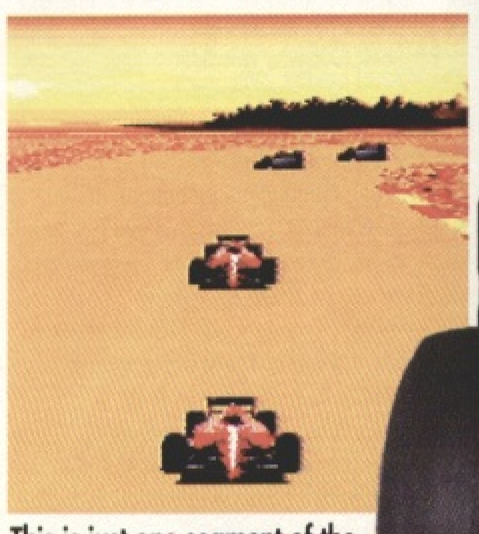
Sounds like all the other race games, right? But no other game has the new co-processor chip which speeds the calculating ability of the SNESby up to 20 times. Sounds great, huh! So whatcha waiting for… burn rubber, put the pedal to the metal, get out there and win!



This race isn't going to be won by crashing into the barrier while the others zip by. Sort yourself out man! You are being watched on TV after all!

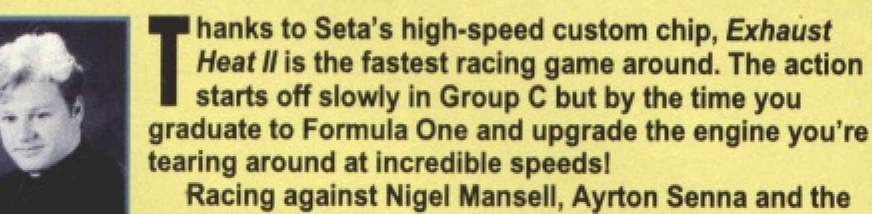


What do you mean the tyre won't go on? Get the spanner set out quick!


This is just one segment of the impressive intro sequence included in the game. The viewpoint spins around the cars as they move in formation.

USTAT II

CHRIS: 'The best one-player racing game!'



Thanks to Seta's high-speed custom chip, *Exhaust Heat II* is the fastest racing game around. The action starts off slowly in Group C but by the time you graduate to Formula One and upgrade the engine you're tearing around at incredible speeds!

Racing against Nigel Mansell, Ayrton Senna and the rest of the F1 drivers in official team cars gives this an edge of authenticity lacking in most Grand Prix sims. The controls are basic — slam the pedal down and ease off for the occasional bad bend — but that doesn't spoil enjoyment.

On the down side, the whining engine noises quickly get annoying, and gameplay would be more enjoyable with a two-player option. Still, what you get for your money is the best solo racing sim around. Battery back-up is a great touch, the official circuits and *F-Zero*-style tracks are challenging, and the graphics and customising screens are excellent.

If you don't mind racing alone, reserve your copy now. This cart will sell like the game plays — flippin' fast! ***CHRIS 87%***

MEAN MACHINES

There are three categories of car. The prototype is the easiest to drive, but the fun really starts with the Formula One!



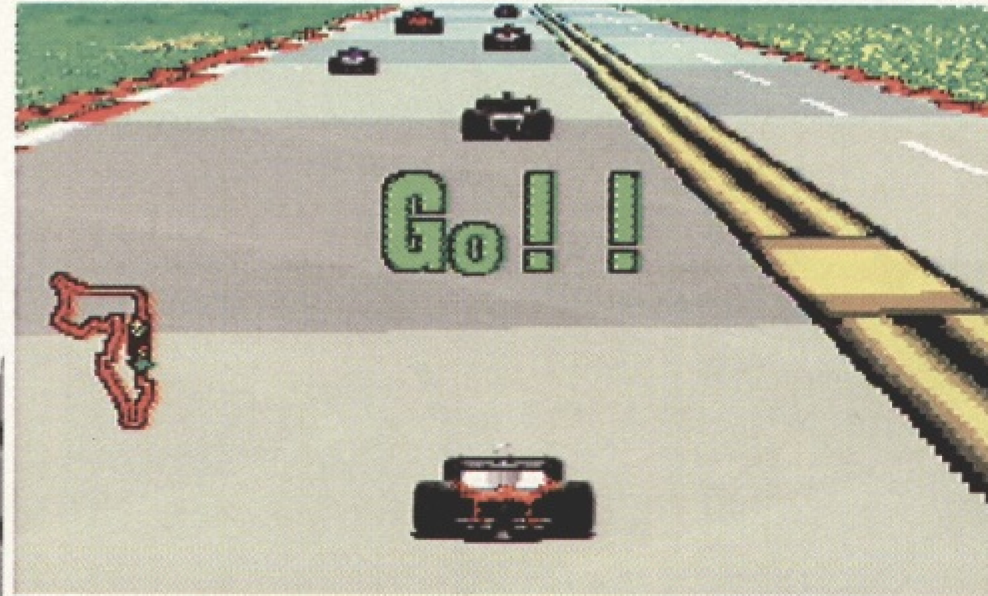
Prototype
Engine: V8S0HC
Maximum speed: 353kph



Venturi
Engine: Lamborghini
Maximum speed: 356kph



McLaren
Engine: Honda V12
Maximum speed: 359kph



Ready, steady, go! At the start of another nail biting race and it looks like there's some catching up to be done. Well don't just sit there get the pedal to the metal!

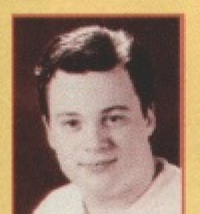




Crash! Head on collisions at 150mph are not a very good idea. Unless you're the Michelin man of course and can bounce straight back.



What's going on?! Turn around quickly before you cause a nasty accident. Nigel Mansell wouldn't drive like this!

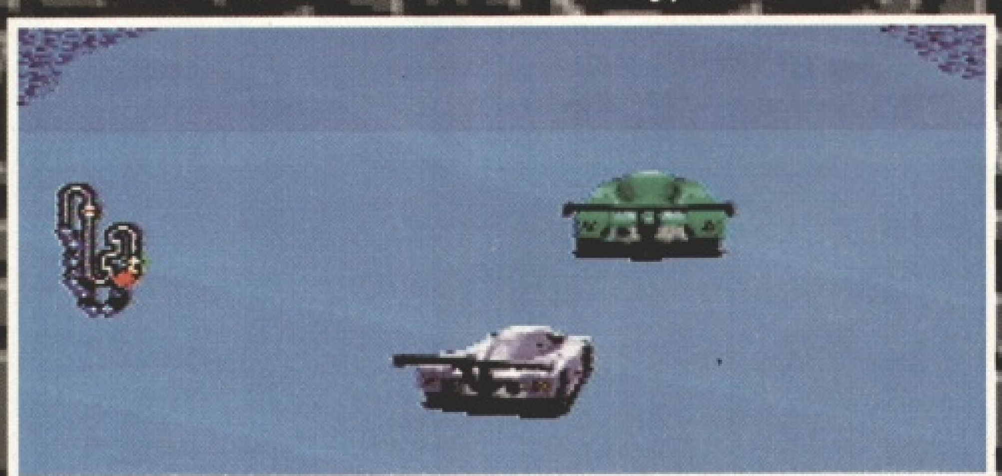


Aww, tough luck. Finish in the top five places to qualify for cash essential for customising your car.

NICK: 'This really rockets!'

This game moves so fast thanks to an ingenious little chip inside the cartridge. Developed by Seta, it handles super-smooth racing graphics at two-and-a-half times the speed of the Mega Drive — tell *that* to Sega freaks!

It's a bit of a pain that you can only reach Formula One by winning Formula 3000 and Group C races, but it gives something to aim for. Shooting around the tracks at breakneck speed takes a bit of practice, but once the twists and turns are mastered the race really gets going. **NICK 80%**



Ooo, chase me, chase me! Hot on the heels of the front man in one of the early races with many laps still to go. There's no time to relax, one false move and it's race over!



Here's one of the hot sand- covered tracks! Stray off the racing line and the car slows right down allowing the opposition to take advantage and overtake.

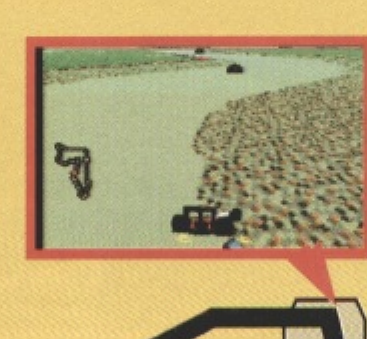
TRACK ATTACK!

The key to becoming a great driver is to study each track before you race. When you get to a new circuit make sure you take plenty of practice laps to familiarise yourself with the circuit's layout.

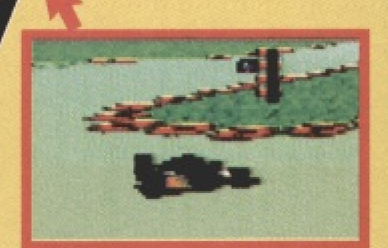
The track at San Marino, Italy, is legendary for its hazardous hairpins, tight chicanes and long fast straights. Join the N-FORCE team as they tour the pitfalls of this famous Grand Prix circuit.



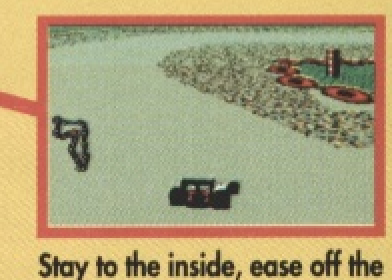
Don't slow down for this turn, you can take it at 350kph!



Keep your nerve and steer a path through the chicanes.



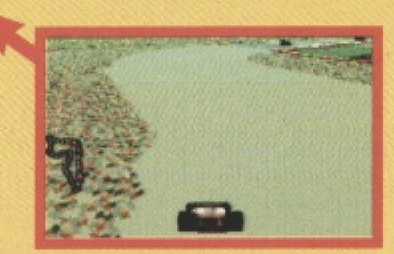
Careful not to lose it round the first of the hairpins.



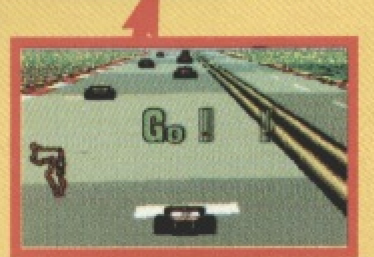
Stay to the inside, ease off the gas then accelerate away!



Don't let this long sweeping corner throw you wide!



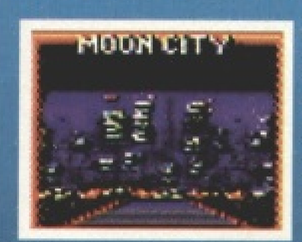
Almost home! Stay on line and power down the straight!



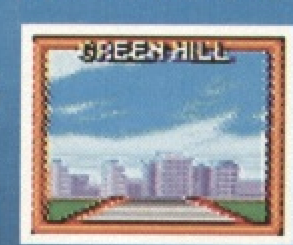
We're off! Keep an inside line to the first left-hand corner.

STAY ON COURSE!

Tracks in *Exhaust Heat II* range from the hot desert to green hills and city streets. Here are just a few of these marvellous motorcade munchers

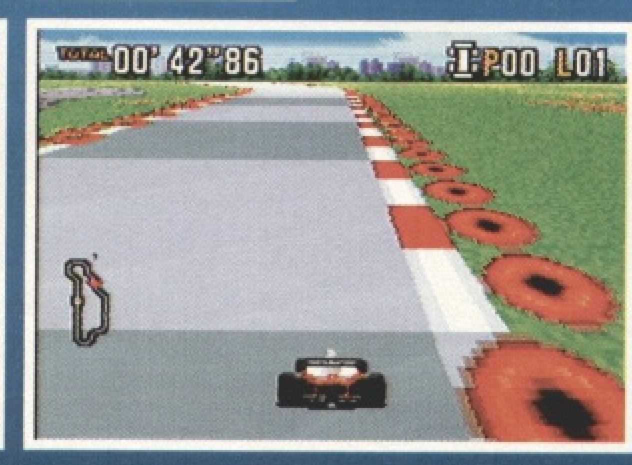


Moon City: a simple track with long straights at dusk. There's nothing too tasking to deal with here, just good solid racing fun.



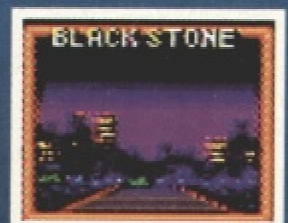
Green Hill: nice long stretches for overtaking but a couple of nasty turns. Racing in the sunshine is a doddle so this track is simple.







Desert Snake: hot and humid with tight hairpins. Tyres soon warm up! Watch out for sand all over the track, it slows cars down.



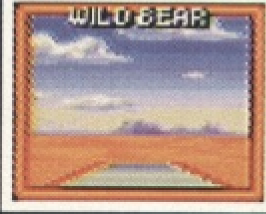
Black Stone: night-time driving with sweeping turns to test the tyres. There's no good long straight for overtaking.







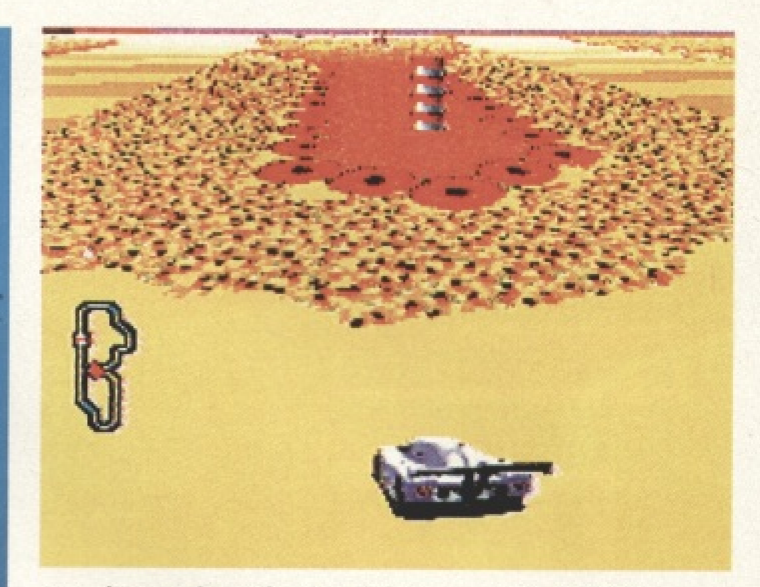
Paradise: a nightmare! Full of tight bends — only one good straight. The weather's hot too so watch those tyres don't overheat and blister!



Wild Bear: looks more like a map of the UK than a track! Tough racing and the competition seem to get more aggressive each game!







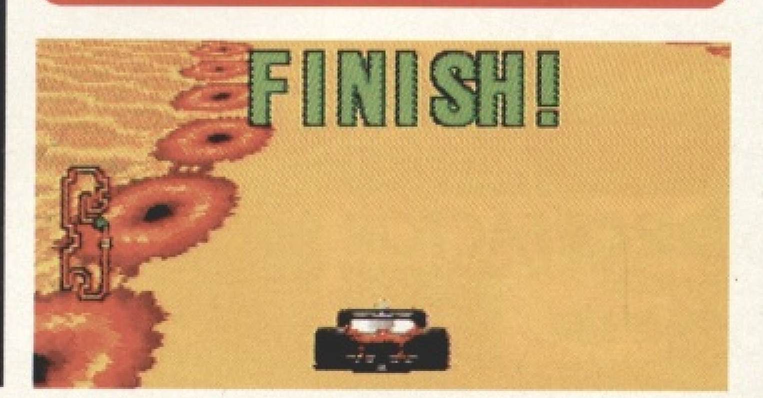
Arrggh! Watch out for that tight bend. In the F-3000 category the cars maybe slower but the racing is still fast and furious, one wrong move could cost the race!





It's the pits

Finishing a race in the first five earns you piles of cash which can be stashed away in the bank account (or mattress) for a rainy day. Alternatively, you can splash out on new parts and power-ups for your car. Hand the cash to the grumpy man in the laboratory and when you return after a race he should have some new bits and pieces to bolt onto the motor!





FLIGHT SIM

NES

ULTIMATE AIR C

I wish I could fly, right up to the sky... well, now you can in this simulation from Activision.

AVAILABILITY

Producer: .... Activision
Supplier: .... Woolworths

Price: £34.99
Status: .... Official UK release

OPTIONS

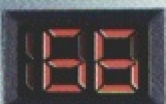
Players: 1
Continues: .... None
Skill levels: 1
Extras: .... Passwords

FIRST GLANCE

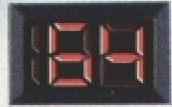
NICK: *Flight sims on the NES have never been a roaring success, but this has a good crack*

CHRIS: *A playable and addictive flight sim let down by dodgy graphics and disappointing sounds!*

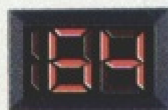
CARL: *Chocs away and prepare for lift off! This is great game takes flight sims to new heights*



GRAPHICS
A mixture of semi-3D cockpit and ariel modes



SOUND
Good but bland tunes and plain plane effects

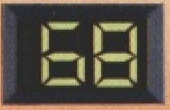


PLAYABILITY
Not instantly playable, but instructions sort it out



LASTABILITY
Plane-spotters will absolutely love it!

FORCE FACTOR
Nothing ground-breaking, but a fun flight sim



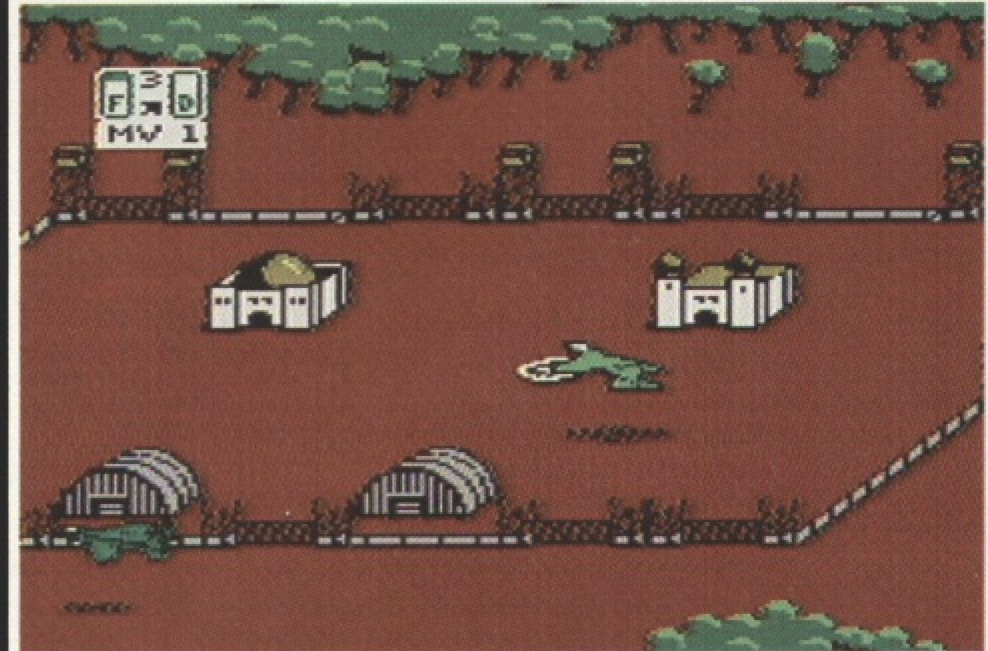
Ultimate Air Combat is another in the series of *Top Gun*/*Afterburner*/*G-Loc*-type fly-and-shoot-'em-up games. When and where it's set, no-one knows, but one thing's for sure — there's bound to be a dictator with a silly name.

General Luigi Don Gwano (told you!) is a very nasty man, with a very nasty evil empire to back him up. This maniac dictator plans to mobilise his military machine against neighbouring countries to gain control of their precious oil fields. Sound like an incident a couple of years ago? Naaaaah. Not at *all*!

Fully debriefed by Admiral Cliff Stormdrane, and armed to the teeth by Professor Newron, the player bravely sets out to stop Don Gwano in three big 'ard planes. The game has two sections — *G-Loc*-style flying where you waste enemy fighters, and a *Desert Strike*-type section where you blow ground targets away. Four different missions are available and a password system avoids having to replay the easy ones each time.

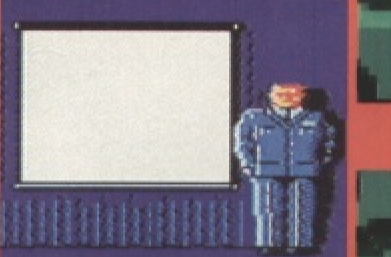
All that remains is to select your plane and arm it — then get out there and do it for truth, justice and the American way!

To complete a mission search and destroy the enemy bases. The more difficult the mission the better camouflaged the enemy hideouts.



Destroy all buildings to reveal power-ups. These harmless-looking houses and sheds contain vital ammo and supplies so get dropping those bombs!











COMBAT

One well-aimed missile and you send an enemy to that big air base in the sky! Don't get too relaxed, there are still two more to get.

MILO: 'Tom Cruise eat your heart out!'

Flight simulations are the sort of game which never seem to work well on consoles but Activision have had a go anyway. Before take off select one of four missions each offering its own challenge, now choose a plane, weapons then prepare for take off..

Once airborne you're confronted with an in-the-cockpit-style view showing the usual instruments and radar display which works really well. The sound and graphics are very good although the scrolling tends to flicker in places, and the sampled speech is poor spoiling the otherwise great atmosphere. The control method is instinctive and fast and very easy to play which has been the main fault of similar games in the past.

If flight sims are your thing, *UAC* is one of the best on the NES — if not, this might just be the game to convert you. **MILO 80%**



Well done! You've found the enemy airbase, now it's time to blow the whole thing to Kingdom Come — that's if they don't get you first!



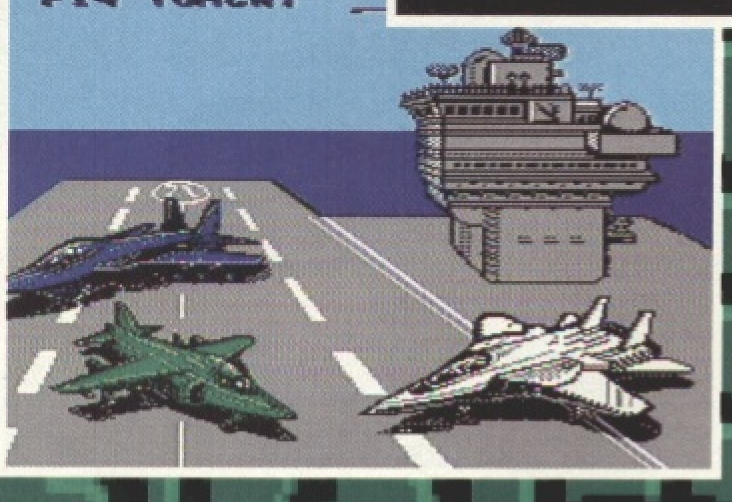




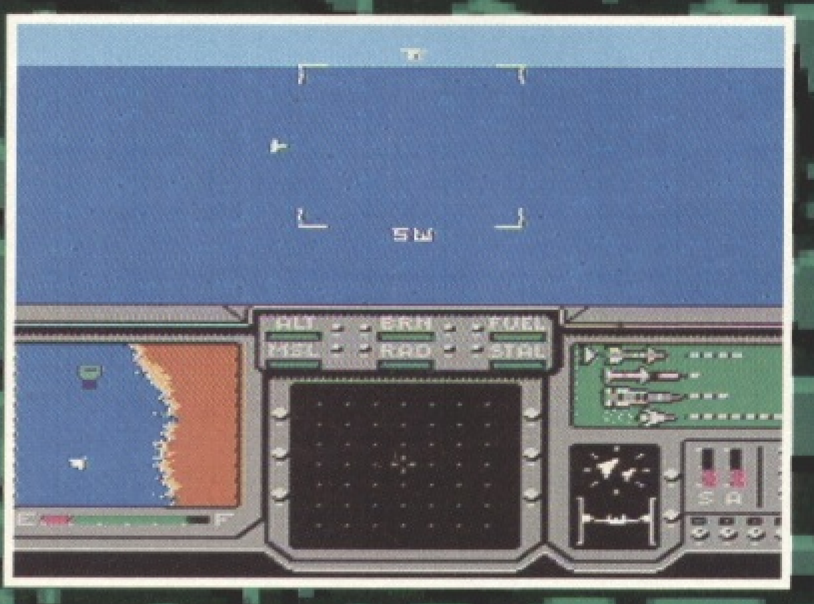
During the game you encouter many dogfights. The best tip is to lock your sights on the enemy and blast away with your missiles.



Don't worry about taking off from the ship — it's automatic! You have a choice of three jet fighters each loaded with tons of unique special features.



The menu (above) shows all the special features included on each plane including fuel, damage and weaponry. There's also a choice of three mega-bright fluorescent fighters (left) that could be detected by the enemy from ten miles away!





Like taking off, landing the fighter is also automatic, so there's no risk of embarrassing crashes or killing half the ship's crew!

ROB: 'Right on target!'

This game proves beyond doubt the capabilities of the NES. Following hot on the vapour trail of ***F-15 Strike Eagle***, ***Ultimate Air Combat*** is full of the the manoeuvrability you expect in a decent flight sim. Each mission has its own tricky targets to destroy and loads of realistic gameplay, including dive and spin.

The missions have lots of detailed backdrops including a harbour and a desert. The high-flying graphics are well-animated and extremely colourful, with great detail on targets and backgrounds. The sound is on the tinny side, but sets the scene dramatically.

UAC is one of the best games I've played on the NES in a long time. It's the perfect thing for those dreamy summer afternoons.

ROB 74%

WIN A LEATHER FLYING JACKET!



Tom Cruise eat your heart out! Take to the skies in this exclusive limited-edition flying jacket and you're guaranteed top gun status. And if that's not enough we've got ten fabulous NES and Game Boy flight sims up for grabs...

Yes, it's true. Those lovely people at MicroProse have coughed up some goodies for flight-sim fans to celebrate the official UK launch of the breathtaking *F-15 Strike Eagle*. We loved the NES version — officially released in the UK this month — giving it a Force Factor of 87%, the SNES game is waiting in the wings (preview last issue) and a Game Boy version is soon to follow, so it's an ideal time to give away some flying goodies!

Flying tonight

The lucky overall winner wins an amazing MicroProse leather flying jacket and each of ten runners-up get a copy of *F-15 Strike Eagle* on either NES or Game Boy.

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The editor's decision is final and if you don't want to receive mail from any other companies please tick this box ❐



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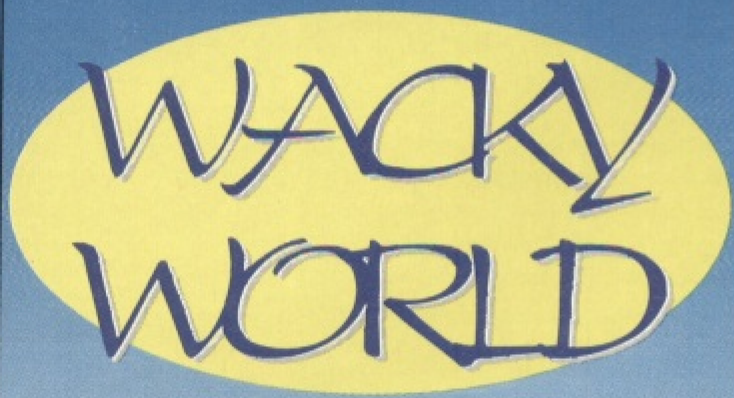
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SHOOT-'EM-UP

NES

AVAILABILITY

Producer: .... *Acclaim*
Supplier: .... *Acclaim*

Price: *£39.99*
Status: .... *Official UK release*

OPTIONS

Players: *1*
Continues: .... *None*
Skill levels: *3*
Extras: .... *Variable lives*

FIRST GLANCE

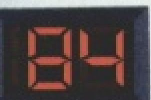
ROB: *"Slick and well animated with some impressive between-level stills!"*

CHRIS: *"My favourite NES game of the issue! I spent hours playing it and I still want more!"*

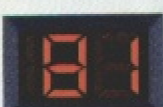
CHIKE: *"Superb slimy shoot-'em-up! I couldn't find enough hours in the day to play it!"*



GRAPHICS
Great animation with no flicker



SOUND
Soundtracks that almost put the SNES to shame



PLAYABILITY
The basic idea is blast everything, with a twist



LASTABILITY
Plenty of prisoners to rescue, so go to it!

FORCE FACTOR
An excellent job — juicy alien-popping fun



AL

In space no-one can hear you scream... so you'll have to take your frustration out on this great shoot-'em-up instead!

If there's one sort of film that scares people senseless, it's those sci-fi stalk-and-slaughter movies. The *Alien* trilogy is typical — people running around screaming blue murder, dark corridors, lashings of dry ice, and mean alien invaders with big gnashing teeth and bad breath.

The heroine of the films is poor old Ripley (played by Sigourney Weaver), a woman whose seen far too much violence and has lost many a dear friend to the jaws of a hungry alien. (They actually plant little eggs in the victims' stomachs. Nice, eh?)

In the third of the movies, Ripley is back and she's angry. She wants to finish these troublesome little beggars off once and for all. But when she crashes on a planet inhabited by crooks, vilians, and staff writers (how can she tell the difference?) she unknowingly brings some Aliens with her.

Hostages are scattered throughout each mission. When they've all been rescued find the exit within the time limit or suffer the consequences. At the end of each section face some of the toughest (and ugliest) level guardians ever. It's a desperate race to stop the Aliens, have you got what it takes to win?



Who's this in the green tights (above)? Someone auditioning for a panto? Ladders (below) are useful for dodging the enemy!





It looks like it's too late for this alien prisoner (above) — he's about to meet his maker! Chasing Aliens is a tough job (below), RIpley would rather be back doing her paper round.



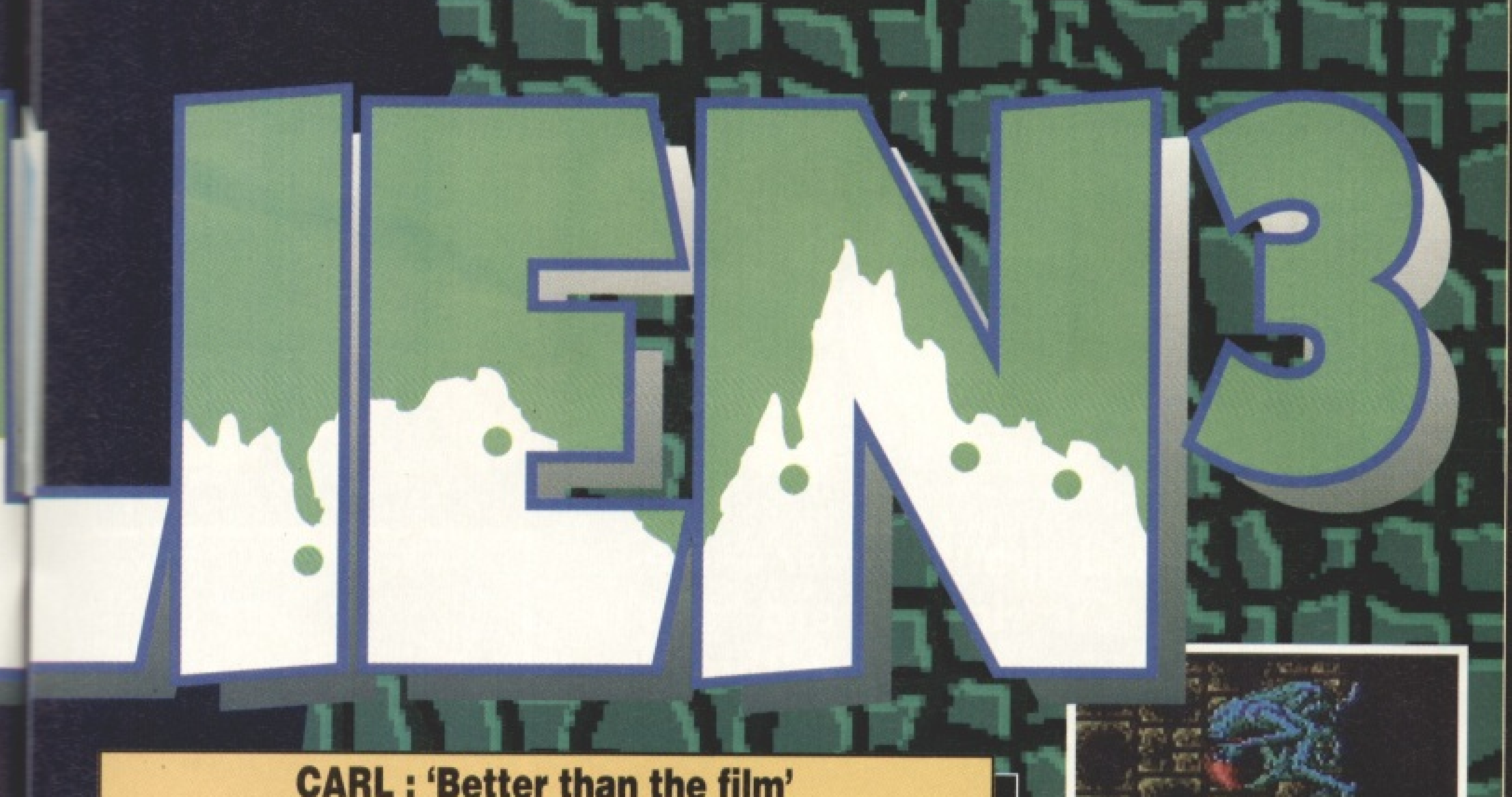
NICK: 'A shoot-'em-up with a difference'



Acclaim have got a real winner on their hands with *Alien 3*. The SNES game is hot — and it looks like the NES version has come out of the same oven! The programmers have taken the usual shoot-'em-up mould and created a game that is different enough to make you forget you've seen it all before.

The Aliens are terrifying, portrayed with great graphics and animation — blast one of them away and you get a stomach-churning green splodgy explosion! Aliens can be shot with a machine gun, burned with a huge blowtorch, or blasted away with bombs. The face-hugging aliens are a bit trickier — but standing around too long deciding what to do gives them a chance to jump onto Ripley!

Even the between-levels and game-over screens are superb, with dribbling aliens all over the place. If you're a fan of the movie or just lust for challenging shoot-'em-ups, take a deep breath and prepare for one of the scariest missions you'll ever take. ***NICK 84%***



CARL : 'Better than the film'



The third film was a bit of a let down after the gung-ho blood, guts and guns of the second, and I was worried about how Acclaim would treat the licence — the characters in the film have no weapons.

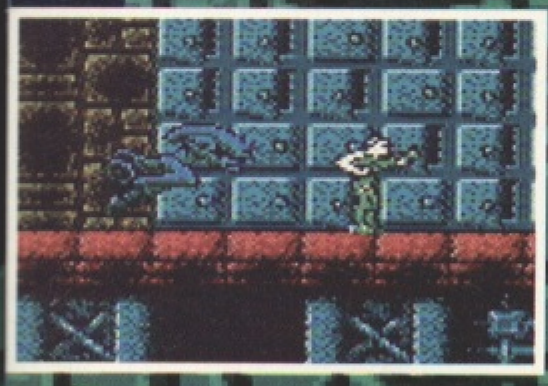
I needn't have lost any sleep, *Alien 3* is a perfect mix of shoot-'em-up action and platform adventure. The vast array of weapons and complex layout of the prison planet are fused into a highly playable whole, with a well-drawn and superbly-animated Ripley.

The sound isn't exactly the London Philharmonic but it's an above average attempt at the film theme. There's no sprite flicker and screen corruption so the backgrounds, which are given real attention, can be properly appreciated. Although the controls are smooth and responsive I had a few problems navigating the various mazes — don't expect to be able to just pick it up and complete it in a few hours! ***CARL 86%***



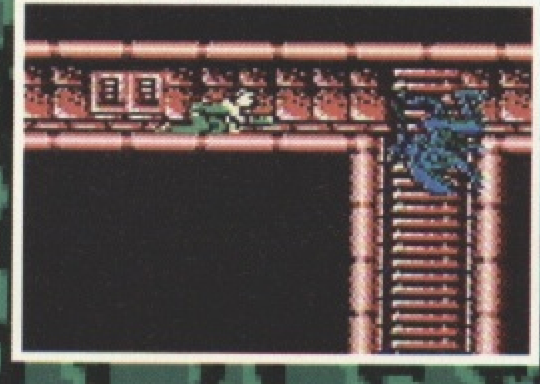
A finger of Fudge is just enough to give your kids a treat. But real fingers are the only things juicy enough to satisfy greedy aliens!



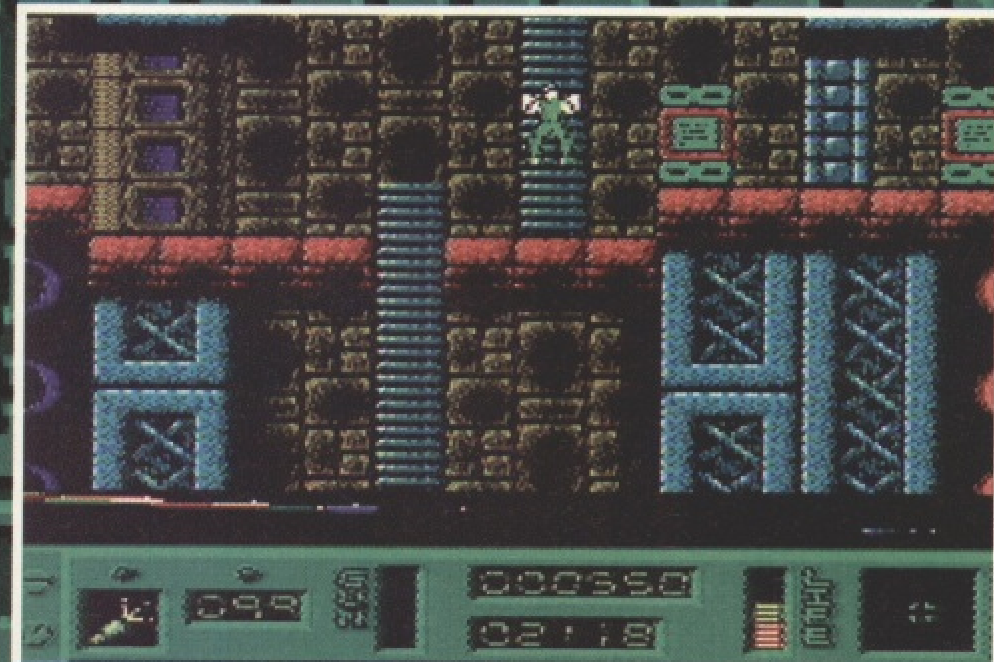


Look out behind you (left), there's a great big green thing about to munch on your head!

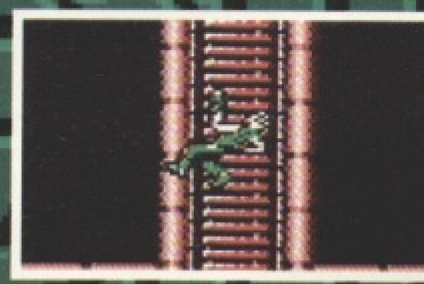
Right: A series of dark tunnels link the sections of the Alien lair.



When Ripley goes horizontal you know something is up! It's usually an indication that our heroine has popped her clogs, gone to meet her maker, kicked the bucket, stuffed it! Get the idea?



Each complex level is linked by tunnels and doors. Press the green and red panels and the doors automatically open and close — obviously Aliens can't open doors!



It's a good job Ripley was fond of gymnastics at school. She has to leap and bound around each level clinging to ladders and popping off the Alien scum.









STRATEGY

GB

POPUL

We've all dreamed about power — He-Man had it, the electricity board have it and now you can have it too in this great handheld strategy sim...

AVAILABILITY

Producer: .... Imagineer
Supplier: .... Playtime

Price: £24.99
Status: .... Official UK release

OPTIONS

Players: 1
Continues: .... n/a
Skill levels: .... n/a
Extras: .... Passwords

FIRST GLANCE

NICK: "I wouldn't have thought this possible on the Game Boy, but Imagineer have done it!"

ROB: "A good little strategy game that had me going power-mad in minutes!"

CHIKE: "It's me all over, doing absolutely nothing but playing God all-day!"

What's the best thing about being a God? Creating civilisation? Giving the gift of life? Nah! Sticking a great big volcano under the nearest village! In this strategy game the player is God — literally. The forces of nature are at your command, but only if you build up a strong following among the people of your world.

To get them on your side, you can raise and lower land to create flat surfaces. With fertile land they can build houses, grow crops and multiply (the fun bit). With enough good people on your side you can channel your powers and teach the evil beings of the world a lesson.

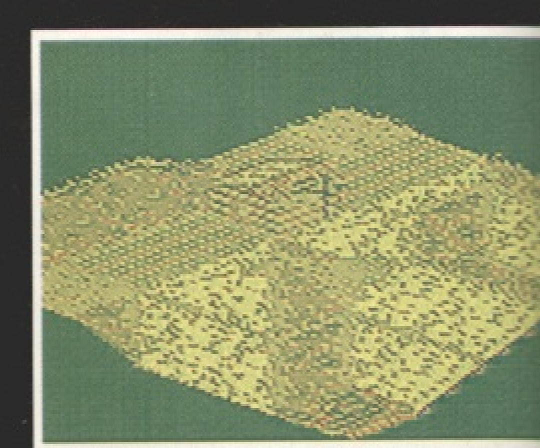
There are three modes to choose from on the title screen. 'Tutorial' takes players through all the gameplay and supreme power commands without them having to build up their strength first. 'Conquest' starts the player off with only a few followers, and 'Custom' allows the powers of good and evil beings to be altered.

Playing *Populous* is a matter of understanding the icons and cursors. Each command and mode has a different icon; they can all be called up by pressing the [START] button.

[SELECT] produces a 'Book of the Worlds', which shows the whole landscape of the world waiting to be conquered. It's drawn in white, black and grey blocks to give a contoured effect. Good and evil beings flash on and off.

Other icons that no God should be without include swamps, settlements, knights, leaders and the papal magnet — a divine monument that all your people are drawn to. These magnets can be placed anywhere in the world and are the key to success.

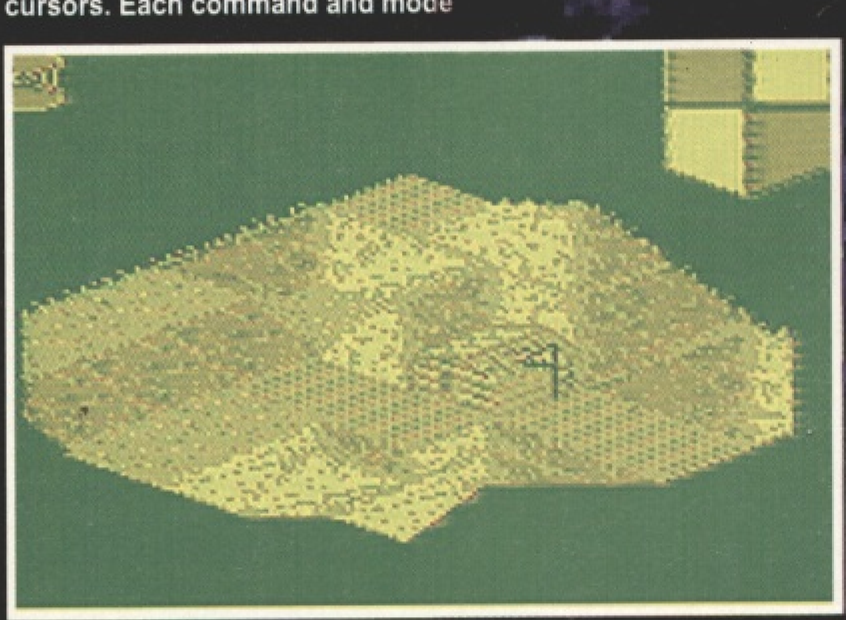
Populous has everything that a would-be God needs!



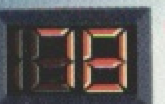
As a divine deity, overcome the forces of evil and lead your people to victory!

When starting a game the land is full of ridges and hills, time to get flattening.

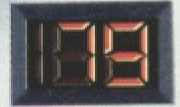




Use divine energy to flatten the hills so your population can build houses. The aim is to have more people than your enemy come Judgement Day.



GRAPHICS 88
Small but well-detailed and clear menus



SOUND 89
Atmospheric effects and music

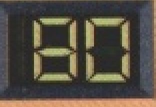


PLAYABILITY 84
A tough game to get into, but it's worth persevering



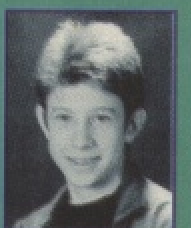
LASTABILITY 90
This one will keep you occupied for hours

FORCE FACTOR 90
A thinker's game perfectly converted to the Game Boy



OUS

MILO: 'Perfect for the power crazed!'



This is the ideal game for megalomaniacs. *Populous* on the Game Boy is a spot-on conversion from other formats, and it can make you very power-hungry when you're flattening land and killing the enemy. It takes a lot of practice to gain your minions' trust — you don't want to flood your people when they want a castle, do you?

Graphically the Game Boy is shown off to perfection, with loads of well-animated sprites. Even the land is nicely detailed as you flatten, flood or plant potatoes, and with little housing developments popping up all over the place there's lots going on. The sound is very relaxing, making stressful decisions easier to take. While you ponder taking over the world for real, give this a try. ***MILO 83%***

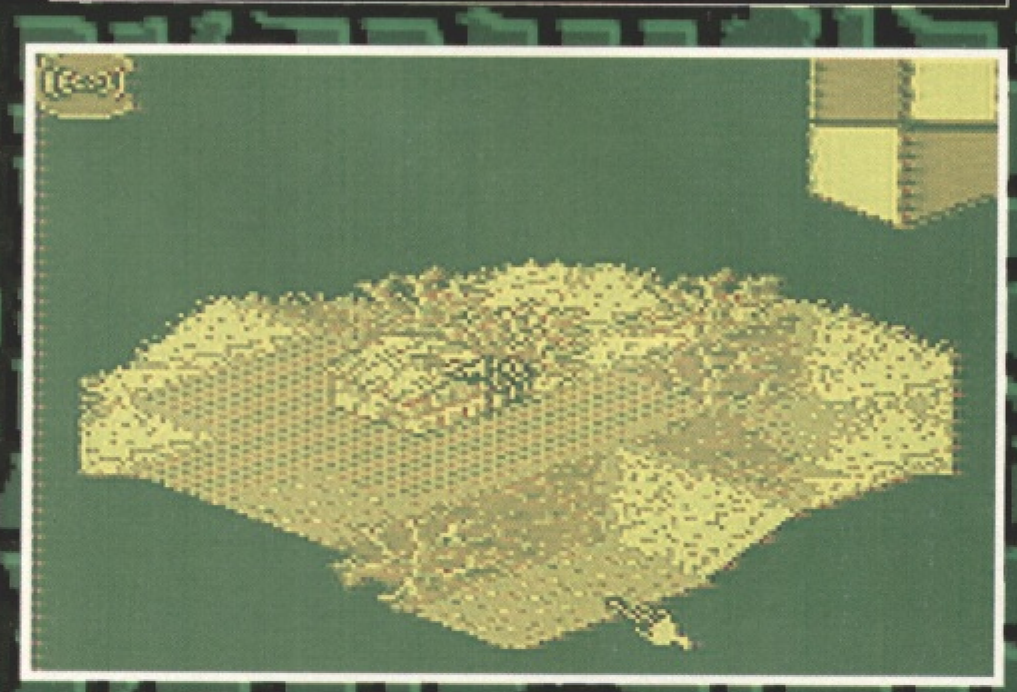
DIVINE MADNESS





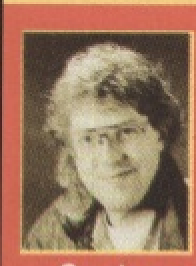
The Game Boy version of this king of sims is the latest to bless the world of Nintendo. The SNES original is virtually identical in gameplay, but the stunning graphics (just take a look at these great screen shots!), atmospheric soundtrack and wicked playability make it a much more in-depth game.

One thing's for sure, whatever system you play *Populous* on, once you start you just won't want to stop!



One small problem with creating a Game Boy version of this great game is how to present the complicated icons. The system used works really well. The programmers have moved all the icons to a separate screen, easy to see and select!

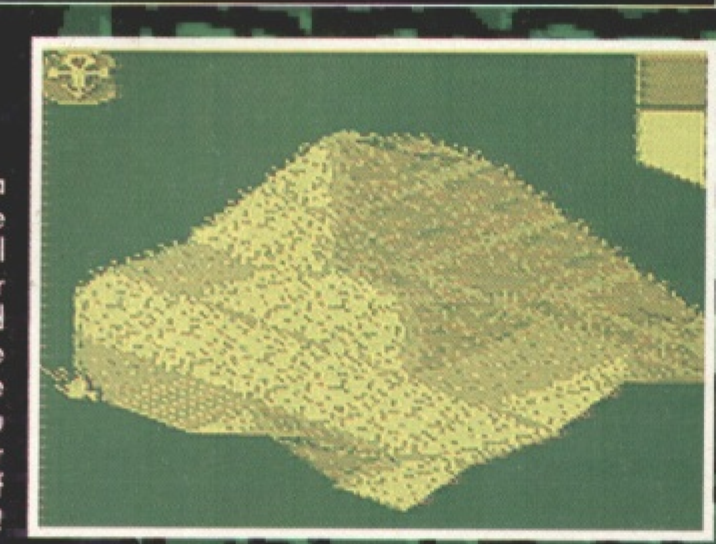
CARL: 'Flippin' tiny icons'



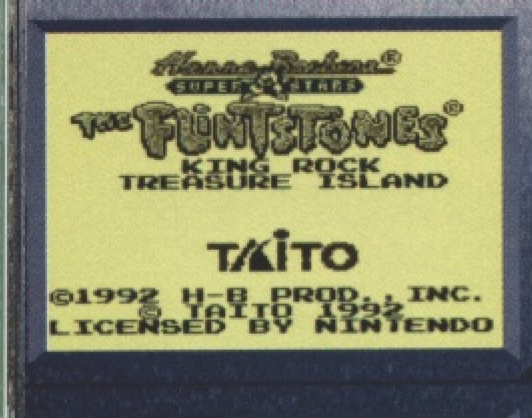
Now don't pretend it wouldn't be fun to be God for a day — or even a longer! Send plagues of locusts to all Sega owners and… erm, boils — for Sonic!

Rain on your neighbours' houses or even strike your in-laws down with lightning! Yup, *Populous* has arrived on the small screen, giving Game Boy owners the chance to be the big bloke upstairs!

Create people to worship you, boost your ego and keep 'em from wiping themselves out. As with all conversions from other formats, the GB's small screen causes a few problems — the many icons displayed are flippin' tiny even though they've got their own icon-screen. However, this works out okay once you're used to which icon does what, and where they all are on screen. ***CARL 74%***



My, what a barren hillside you have! All the better for bulldozing and building a huge castle. The more fortresses you have the better your chances of winning!



THE FLINTSTONES

Bedrock, the place where stoneage men come for a good night out, go bowling and get sozzled on Pteradactyl water. Yabadabadoo!

PLATFORM

GB

They're the modern stoneage family and they've got a brand new platform game — stone me!

AVAILABILITY

Producer: .... Taito
Supplier: .... Console Plus 0532 500445
Price: £21.99
Status: .... USA Import

OPTIONS

Players: 1
Continues: 2
Skill levels: 1
Extras: .... None

Fred Flintstone just couldn't think what to buy his gorgeous wife, Wilma, for their wedding anniversary. He was about to go shopping when he discovered a treasure map buried in the quarry. Wow! If he could find hidden riches Wilma would be overjoyed! So off on a treasure hunt he goes.

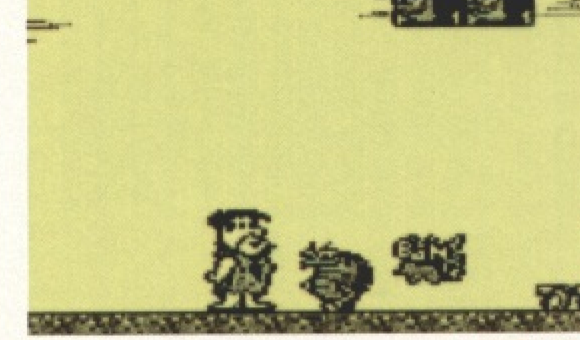
After saying goodbye to Wilma and his neighbours, Betty and Barney Rubble, Fred rushes off to the dangerous King Rock Treasure Island armed with only an armful of axes to defend himself.

The island is inhabited by many vicious creatures who just love to eat human flesh! Bash them once and they freeze into handy stepping stones — two hits finishes them off altogether.

There are two types of level to tackle: an *Adventure Island*-style left-right scroller with obstacles to jump and plenty to fire at; and driving levels where you jump in the Flinstone's car and run over everything in sight.

Icons found along the way boost Fred's abilities; hearts pump up the energy bar, leap-a-saurus icons give a dino friend to sit on and collect 20 Gazzo faces (Fred's alien friend) for an extra life.

Will Fred ever get Wilma that anniversary present? Let's hope so because she can't half nag!



Stun the cuddly creatures and use them as stepping stones to reach higher places! The more Fred whacks the higher he climbs!



If Fred collects the special power-up, he rides on the back of his chum and gets a higher jump.



Ooo, that's a dangerous thing to do! Jump off that Dino quick!

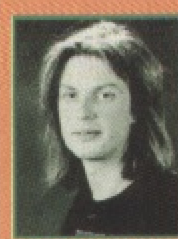
FIRST GLANCE

NICK: *I'd go with Betty… but I've been thinking about Wilma!*

CHRIS: *An average platform romp with one of the best Game Boy soundtrack's I've heard in ages*

CARL: *Yabbadabbadooo! I can't agree with Chris on this, it's fantastic fun and sounds great too.*

ROB: 'A rock-solid cartoon conversion!'



Yet another cartoon transfered to the Game Boy, and guess what… it's a platformer! The modern stoneage family are loved by millions and now all fans can join their heroes in this excellent adventure.

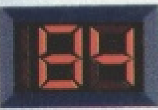
All characters and backgrounds are straight from the cartoon show and the fabulous theme tune has been remixed so it sounds brilliant!

Controls are awkward at first but with a little practice Fred is leaping and bounding like a mad kangaroo! There's nothing in *The Flintstones* that makes this game any different from other average Game Boy platformers, but that doesn't make it a boring game. If you haven't got a platformer with excitement, fun and frolics in your cartridge collection, check this out!

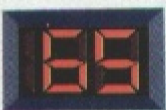
ROB 74%



GRAPHICS
Cartoon sprites straight from the series!



SOUND
A cool remix of the Flintstones theme



PLAYABILITY
A constant bombardment of enemies from the start



LASTABILITY
Nothing new on offer, but still a good challenge!

FORCE FACTOR
A must for all Flintstones fans but nothing spectacular!

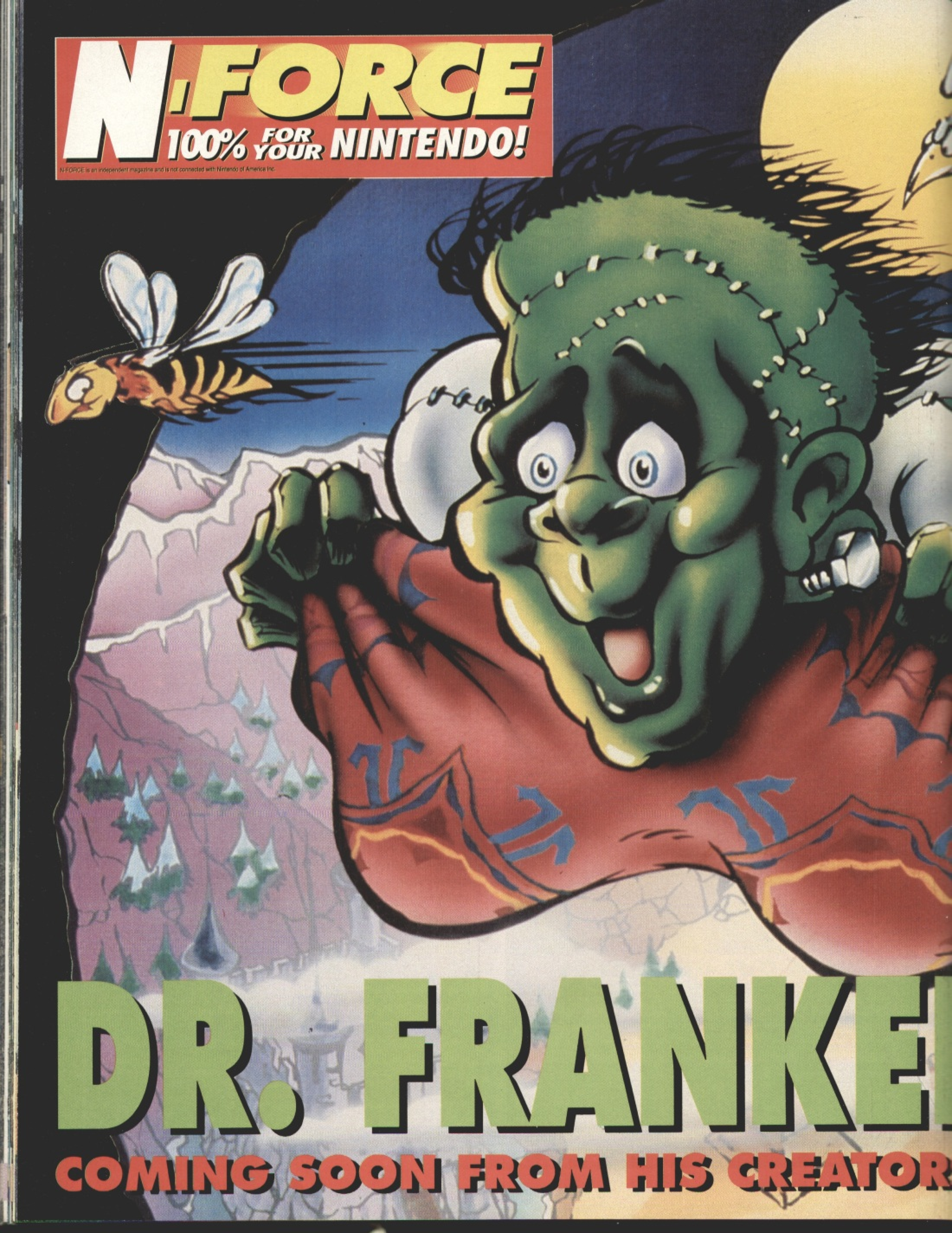




The quicksand (left) can give our hero a sinking feeling!

Fire-breathing dragons? No problem, just hit them with an axe!





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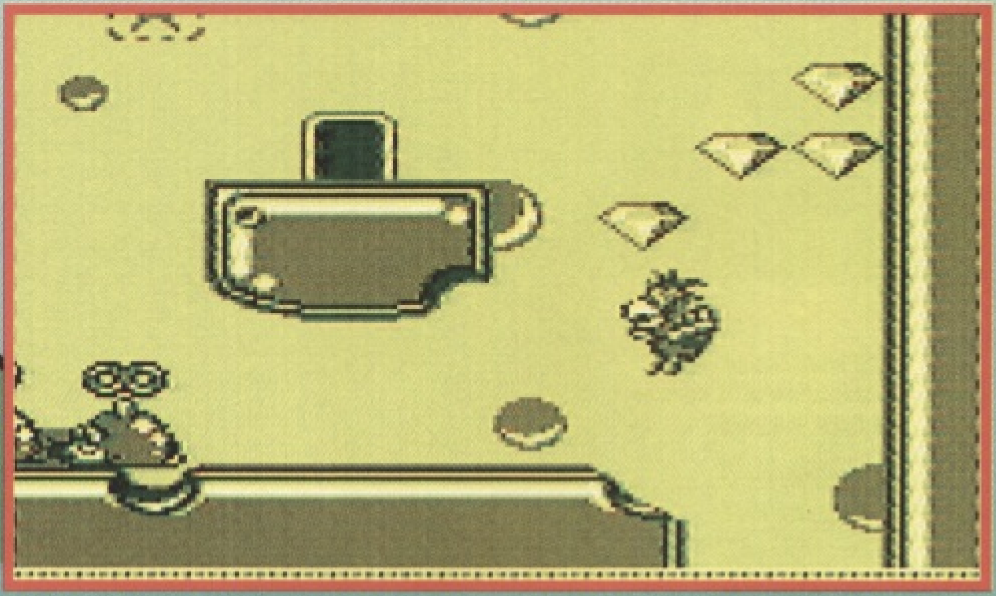
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This is just some of the hot platform action in this hilarious handheld adventure. *Alfred Chicken* got a Force Factor of 88 in Issue Eleven so it must be good!

In a startling world it takes a certain kind of hero to survive. Alfred Chicken — the Charlie Chaplin of the poultry world — has it all: rugged good looks,the biggest beak in the business and more than a passing resemblance to Mr Cadbury's parrot— he really is a bird for all season(ings)s!

If your dress sense is fowl or you want to be the best-dressed chick on the block, those good eggs at MINDSCAPE have got just the thing to put you at the top of the pecking order — an exclusive range of *Alfred Chicken* gear.

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- A cool Alfred badge.
- An eggsclusive Alfred egg-cup.

There are ten sets available. To win one of them answer the four questions on the coupon and send it to: Alfred Chicken Compo, N-FORCE, Impact Magazines, Temeside, Ludlow, SY8 1JW.

The chiken coop(on)!

1. What sound do chickens make?
a. Chuck ❒
b. Cluck ❒
c. Moo ❒

2. What are chickens are covered in?
a. Coarse black hair ❒
b. Feathers ❒
c. Garlic and white wine sauce ❒

3. Chickens kept in tiny little cages are called...
a. Battery hens ❒
b. Mains chicks ❒
c. Nuclear birds ❒

4. What is a baby chicken called'?
a. A chicklet ❒
b. A chickette ❒
c. A chick ❒

Name..

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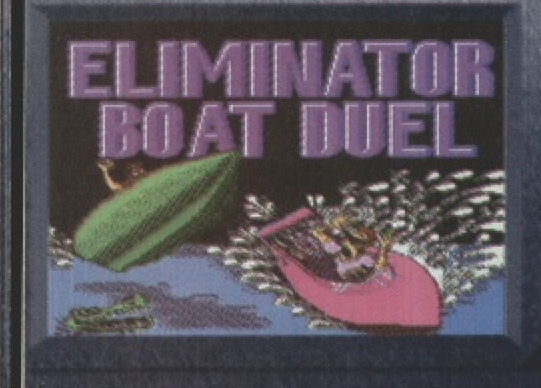
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Don't forget the editor's decision is final because he lays the most eggs and no correspondence will be entered into because he can't take a yolk. If you don't want to recieve mail from other companies tick the box.❒



RACING

nes

AVAILABILITY
Producer: .... *The Sales Curve*
Supplier: .... *The Sales Curve*

Price: *£29.99*
Status: .... *Official UK release*

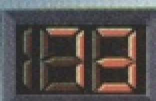
OPTIONS
Players: .... *1 or 2*
Continues: .... *None*
Skill levels: *3*
Extras: .... *None*

FIRST GLANCE

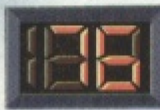
NICK: *"I had more fun on the paddleboats at Alton Towers — a total wash out!"*

CHRIS: *"This one ceratinly made waves but for all the wrong reasons — I didn't like it at all!"*

CARL: *"I'm on a crest of a wave — it's throttles against the stops for this top-notch racer!"*



GRAPHICS
Rough, cartoony and totally loony



SOUND
The usual blips and inoffensive tune



PLAYABILITY
Easy to get into, fast-paced and wacky



LASTABILITY
A tad easy for the hardened game genius

FORCE FACTOR
A racer with plenty of humour but short on gameplay!





When cruising the course keep an eye out for bad bends as well as your competitor. The more you win the tougher the course gets!



Take time out in the dry dock to repair damage gained in a previous race. This costs loads of cash so spend your winnings wisely — caution definitely pays!

ELIM BOA

Raincoats at the ready — it's time to jump into a high-powered speedboat and whip up the ocean in an all-action duel.

The beaches are lined with babes at the Power Boating League World Championship, and there's some hot custom kit — but you'll need prize money to get it. Players start this game with a choice of easy, normal or hard opponent. There are eight in all, with their own abilities and skills. Top dog is Disaster Don, the world champion: blast him out of the water and the boating title is in the bag.

No racing game is complete without a set of power-ups to collect. Here we have nitros to boost acceleration and cause the boat to jump, money bags increase winnings, radioactive barrels blast boats high into the air, and platforms are ideal for overtaking opponents.

Each boat duel starts with a panoramic sideways view of the two racers, then there's a shot from behind the boats with flags and power-ups zooming out of the screen, and an overhead view is used for the main part of the game, with buildings, ramps and obstacles creating a challenging course.







Don't be fooled into thinking this biker is just a harmless hippy that uses motor oil for hair gel. Meet him in a motor boat and he's deadly!

MILO: 'A real splash!'



There've been a couple of overhead racers chucked at the public lately, but *Eliminator Boat Duel* is wacky and fun, without losing any gameplay or excitement. Although the graphics are a little rough around the edges, there's loads of colour and the cartoon style adds to the appeal, along with nice touches such as the bikini-clad babes jumping up and down and chanting "We want slo-mo!". Not a hint of blocky fuzz, either — you can tell whether the objects bobbing up ahead of you are nitros, toxic waste or a crocodile!

A small amount of strategy has been sneaked in on the boat upgrades, but *EBD* is a very simple game. So simple, in fact, that it might not stand up to long-term play — although once you've forced the computer opponents to eat your swell there's always your mates to whip in two-player mode. Entertaining from start to finish, this fun little game deserves a mooring in any race fan's yard. **MILO 72%**

...MINATOR ...T DUEL





Watch out for obstinate opponents ramming you off the course into obstacles. The more bumps you get, the more energy you lose!

ROB: 'Soggy speedboat action!'



Eliminator Boat Duel is a speedy little motorised boat game very reminiscent of *Micro Machines*. With only one other boat to race against things are a bit on the easy side, but there are plenty of characters to take on. And there are some great stunts you can pull — like leaping over your opponent or just smashing into him and knocking him into the undergrowth.

Unfortunately there isn't much else apart from the odd bubble-headed beach blonde waving her arms around. Graphically the NES is capable of a lot better, and what music there is is irritating. If you're after an aqua-racing game, check out *Micro Machines*. **ROB 43%**



The best way to catch an opponent is to cut as many corners as possible. Make sure watch out for tree stumps — one wrong turn and you're out of the race for good!





At the end of each race there's an awards ceremony where the winner receives a gold cup, lots of cash and a busty blonde to spend it on!



Pick-ups are scattered around the course. Special items allow you to overtake rivals by jumping over them.



Vicious Vicky certainly lives up to her name. When she's behind the wheel there's always trouble!



STRATEGY

SNES

AVAILABILITY
Producer: .... *FCI*
Supplier: .... *The Computer Game Shop 0743 363300*
Price: *£50*
Status: .... *US import*

OPTIONS
Players: *1*
Continues: .... *Infinite*
Skill levels: .... *None*
Extras: .... *Battery backup*

FIRST GLANCE
NICK *Is this really a game? Ecology, atmospheres and animals... sounds like a geography lesson to me!*

CHIKE *I'm not really into Edutainment games but this one is pretty good fun!*

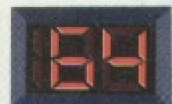
CARL *Terraforming antics across history and space. A great sim but I suspect not to everyone's taste.*



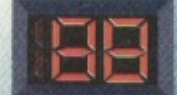
GRAPHICS
Blocky maps but a nice intro sequence



SOUND
Pleasant but unexciting elevator music



PLAYABILITY
Tough to start, but things become clearer



LASTABILITY
Good variety of addictive scenarios

FORCE FACTOR
A good 'edutainment' title — a refreshing break from homework!



SIM



Building your own planet ain't all it's cracked up to be — planning permission is a pain, for starters. And as soon as you've laid the foundations someone's going to drive an interstellar by-pass through your tectonic plates!

In *Sim Earth* the player takes the part of Mother Nature or, more often, Uncle Disaster or even Great Aunt Catastrophe. As custodian of the evolutionary process you populate your planet with SimEarthlings. More than one trillion can live on the planet, their fate decided by your manipulation of life, environment and civilisation.

There are seven scenarios, each representing a different era of the Earth's history or that of another planet. All have victory conditions to achieve before the scenario is completed.

In the Aquarium scenario the planet surface is 100 per cent water, so it's up to you to create shallows and land and evolve an aquatic life form to the level where it can form a civilisation.

The Cambrian scenario takes place approximately 550 billion years ago, by which time several species have developed. Pick one and advance it to the stage of industrial development.

Other scenarios include modern-day Earth, Mars, an ice planet, a desert planet not unlike that in *Dune* and a random scenario. The gameplay is involved and time-consuming but a successful game is immensely satisfying — a very big game with a very big manual.



You've managed to raise the Ocean floor so land is exposed (above). Now plant biomes to create energy and an atmosphere for sustaining animal life.

Use the control panels to alter the planets atmospheric conditions (below). Increase rainfall, decrease the greenhouse effect or even turn the sun off!

CHRIS: 'Edutainment at it's best'



Controlling the greenhouse effect, creating civilisation and making life on Mars may not sound like the most exciting game, but a couple of minutes with *Sim Earth* and you're hooked. The user-friendly menus are a doddle and the graphics, although a little basic, create a great atmosphere for planet-building.

The level of difficulty is just about perfect — although the early tasks are incredibly easy, solving the present-day problem of pollution and later creating civilisation on Mars are tough challenges taking many hours. Fortunately there's a battery backup so you can spread tough missions over a couple of days.

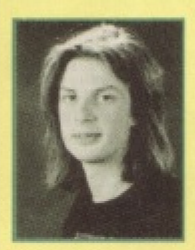
I was never into biology at school but if *Sim Earth* had been around, learning would have been much more fun. So come on parents, get the kids a copy of *Sim Earth* — it's as close to doing homework on the SNES as you'll get!

CHRIS 82%



ARTH

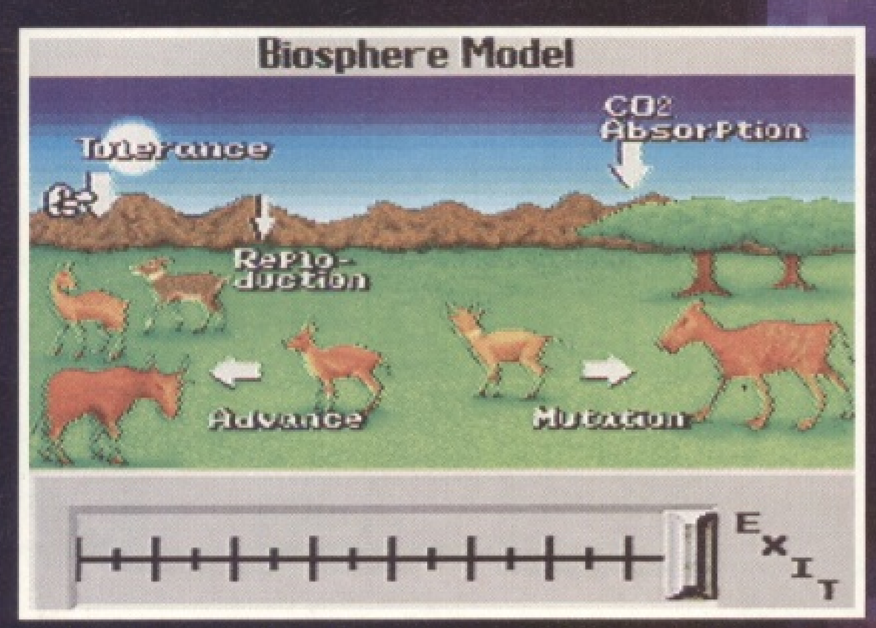
ROB: 'Stranger than *Sim City*'



If you thought *Sim City* is a strain in the brain department with all those theories on how to build this and why to build that, *Sim Earth* will really get you thinking. Creating successful new worlds is a very serious business (just ask God), and making your world inhabitable needs lots of thought and good planning to prevent global warming, nuclear holocausts and melting icecaps.

Graphics throughout are limp and undetailed, though the whole show is very colourful. There's an option to turn the music off; my advice is that you do — the game is slow enough without the repetitive soundtrack driving you crazy. Otherwise, an ideal game for control freaks and megalomaniacs.

ROB 66%



The biosphere control panel controls the reproduction rate of animals, the chances of mutations occurring in a species!





Use the Geosphere control panel (left) to alter the planet's core structure. Use the cursor (right) to select an area to view.



Use the world view (above) to see rainfall levels over the whole planet. There's nothing to worry about here!

This planet's blossoming nicely! The yellow squares (below) represent the air temperature.





RACING

SNES

AVAILABILITY
Producer: .... Human
Supplier: .... Krazy Konsoles 0422 342901
Price: £49
Status: .... Japanese import

OPTIONS
Players: .... 1 or 2
Continues: .... None
Skill levels: .... Variable
Extras: .... Battery back-up

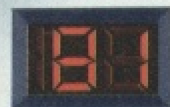
FIRST GLANCE

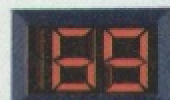
ROB: *"Highly realistic Grand Prix-style racing sim— I almost grew a Nigel Mansell moustache!"*

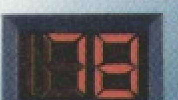
CHRIS: *"Great graphics and sounds but the poor playability leaves this in the pits!"*

CHIKE: *"Great two-player option but nowhere near as much much fun as Top Gear"*


GRAPHICS
Perfectly detailed, but the play area is too small


SOUND
Thumping soundtrack, droning sound effects


PLAYABILITY
Steering is very difficult — perspective is awkward


LASTABILITY
There's a whole world of tracks

FORCE FACTOR
Realistic racing sim but poor perspective and controls.



Rev up the engine and prepare for the chequered flag. This Japanese F1 racer puts you in the driving seat but does it leave the field trailing or is the pits? N-FORCE take to the track and reveal all!

HUMAN GRAND

Racing simulations usually have annoying limitations — either frustrating gameplay or no room to customise the car — but *Human Grand Prix* has everything you'll ever need. Pre-race choices include manual or automatic transmission, the amount of weight on the front of the car, and the sensitivity of suspension.

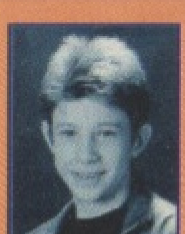
Steering is as normal: left on the joypad is left on the car. But it's ultra-sensitive, making life easy on hazardous hairpin bends but very tricky on the straights. As in most serious racing games, you can pull into the pits for tyres, fuel and quick maintenance work

There are seven high-speed cars with different features: McLaren, Williams, Ferrari, Benetton, Jordan, Footwork and Venturi. And you can race against drivers from Ayrton Senna to Nigel Mansell, each with their own strengths and weaknesses.



The hardest thing to get used to is the steering method — and chasing Senna at 237 kph is not the best time to learn!

SELECT RIVAL
ENTRY 00
A. SENNA
G. BERGER
PLAYER 1
R. PATRESE
J. ALESI
I. CAPELLI
M. SCHUMACHER
M. BRUNDLE
S. MODENA
M. GUGELMIN
M. ALBORETO
A. SUZUKI
B. GACHOT
U. KATAYAMA
EXIT
BIRTH DATE 1960. 3.21
NATIONALITY BRAZIL
CAR NO 1



In battle mode you can choose to race one-on-one against any of the top drivers in the world — Senna is not the man to pick — try Katayama instead.

MILO: 'Pretty damn good'

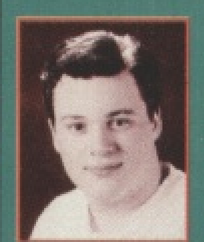
Human Grand Prix starts off with an impressive title screen featuring a group of Formula One cars hurtling towards you. Next it's a quick trip to the cool icon-driven options screens to customise your machine before swerving onto the track and lining up on the grid.

So far things are going all right; *HGP* still seems professional and pretty damn good but then you hit the first bend and realise this is going to be no picnic. You just can't control the steering well enough. At least the game is accurate in that a real F1 car would be impossible to control with a joypad — I'd like to see Mansell finish the European GP and hold up his SNES controller in triumph!

If only there were a decent SNES steering wheel, you could get the hours of gameplay out of *Human Grand Prix* that the programmers and graphics artist put into it — without it, this potentially-brilliant game is merely very, very good!

MILO 80%





Human Grand Prix gives you the chance to get behind the wheel of the world's most powerful cars including the McClaren (left) and Williams (above).

PRIX

NICK: 'Driving through a letterbox'

Although *Human Grand Prix* has some impressive graphics I just couldn't get the hang of it. When racing, only a tiny part of the screen in used, probably to speed up the Mode 7 scrolling. This restricts the view of the track so you are constantly infuriated when a corner jumps out at you and your car goes careering into the wall. Of course, in a two-player game the other driver uses part of the screen too, so you've both got the same handicap. Playing alone turns player two's screen into a rear view mirror.

I always say you can check how good a racing game is by driving into the pit lane, watching what happens and then going round the track the wrong way! *Human Grand Prix* passed the pit-lane test with flying colours. The viewpoint spins around the car to show the mechanics doing their job. As for reverse driving, would a Formula 1 car really go straight through a head-on collision then carry on as if nothing had happened?

This simulation has its plus points but it's just not as playable as *Exhaust Heat II* (see review on page 28) or *Super Mario Kart*.

NICK 75%

As hard as you try, setting fastest laps is no doddle. Even after hours of ceaseless training Simon was still on the back of the grid when it came time to take this shot!

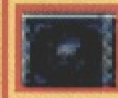


To get pole position on the starting grid push the car to the max on the qualifying laps. Uh oh, watch out for the bridge!



In the race you get the use of a rear view (above) which fills the top half of the screen and can be very confusing. If you lose concentration for a second you end up spinning (below) and going backwards!





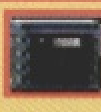
Steering: unlike most racing games, steering is incredibly realistic. Upgrade immediately!



Pit crew: there are three choices of pit lane teams — crew three are my favourites!



Tachometer: choose between an analog (with hands) or a digital (big numbers) display.



Files: accessing this icon saves or erases your current position and championship points.



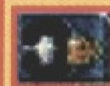
Tyres: select between wet wether or slicks and between A, B, C or D compounds .



Gears: there are seven different settings of gear ratios, each an advantage on separate courses.



Transmission: choose between automatic and the more difficult but better manual gearbox.



Brakes: seven types of brake setting are available from hard to soft — take care, brakes wear.



Suspension: seven types are available from hard to soft. Setting four is about right for most tracks.



Wing: choose from setting one (low down force), to seven (stick to the track like glue!).



RACING

NES

AVAILABILITY
Producer: .... Activision
Supplier: .... Woolworth

Price: £24.99
Status: .... Official UK Release

OPTIONS
Players: .... 1 or 2
Continues: 1
Skill levels: 1
Extras: .... Two combinations

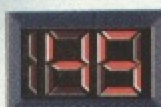
FIRST GLANCE

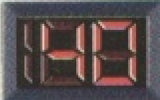
NICK: *Don't waste your money! If you buy this game you need your head seeing to!*

CHRIS: *A real disappointment! After the first couple of races I got so frustrated I gave up — it's the pits!*

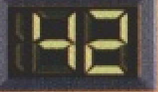
ROB: *One of the slowest racing games I've ever seen. It's more like Formula tortoise than Formula One*


GRAPHICS *Flickery, miniature sprites plod around*


SOUND *Run-of-the-mill twangy tunes and effects*


PLAYABILITY *Obstacles get in the way of any enjoyment*


LASTABILITY *You won't want more than a couple of games*

FORCE FACTOR *There are some great NES racing games — this isn't one of them!*


In the 51st century, outerspace is for mean and moody racers, the James Deans of the future. There's no room for space hogs or cyberdregs it's all speed racing and star cruising!

GALAXY 5000

Deep in space there are breed of speed freaks who live on the edge. They live for today and drive like there's no tomorrow. Whenever these cyberpunks come together there's always one big race meeting. Guess who's just been invited to the latest gathering?!

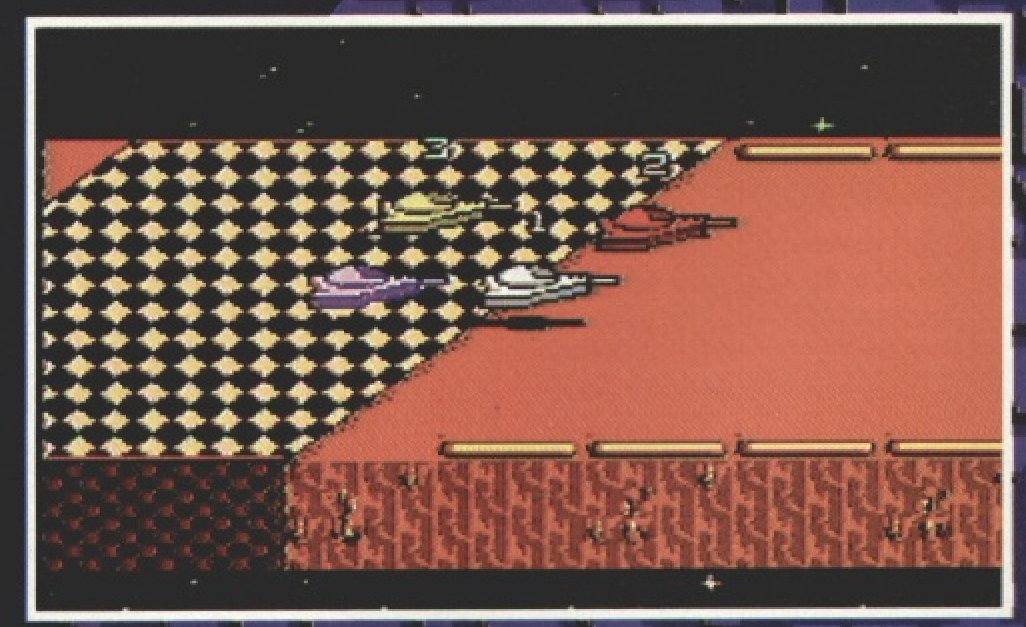
Galaxy 5000 is a fast-moving space-age racing sim on the NES that feels distinctly like *Micro Machines*. Starting on Mercury, contestants must hover around nine different planets, each a little tougher than the last. To start with, as long as you don't finish last you stay in the running for the next planet, but there's always your trusty laser (even better with an upgrade) to slow down the fellow in front.

To beat the clock takes great skill leaping competitors, shooting them and finding secret shortcuts (the only way to discover 'em is to leap off the track and cross your fingers- if you're wrong then it's a long drop through hyperspace!).

There's a choice of controls to suit the way you race, and a two-player option for great head-to-head battles with a mate.



When you cross the finish line your position is helpfully displayed — just in case you forgot how badly you raced.



Using a similar style to *Micro Machines*, *Galaxy 5000* tests your racing skills against a mate or three computer-controlled rivals over a series of space-based circuits.



The race is on! Chase your opponent over the rather purple landscape!

CARL: 'It's just too slow!'



I hope this isn't the future of motor racing — it's about as interesting as the telly on a Sunday. The graphics serve their purpose well enough, though they're nothing special; it's the speed of play and responses that grow boring.

Galaxy 5000 resembles sections of *Micro Machines*, but with a smaller track, and the hazards are blocky little irritations, adding.no interest. Sound is limited to blip-blip spot FX and a dull tune.

Galaxy 5000 pales in comparison with faster, more varied games — I dread waking up, bleary-eyed and hung over, to this on *Sunday Grandstand*!

CARL 40%



BEAT-'EM-UP

NES

AVAILABILITY
Producer: .... Activision
Supplier: .... Woolworths
Price: £24.99
Status: .... Official UK release

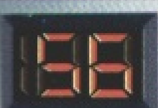
OPTIONS
Players: 1
Continues: 5
Skill levels: 1
Extras: .... None

FIRST GLANCE

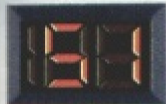
NICK: *This sort of naff game really lets the NES down. It should be axed right from the beginning!*

CHRIS: *Uninspiring slash-'n'-bash action that held my attention for a few minutes but quickly gets boring!*

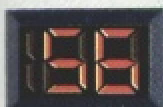
CARL: *Tedious chopping action from start to finish. I love beat-'em-ups but this is not up to scratch!*



GRAPHICS *Nice intro screens, but awful sprites in the game*



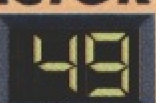
SOUND *Trashy electric-guitar-style tune*



PLAYABILITY *You can hardly go wrong with jump'n'slash!*



LASTABILITY *A couple of levels of the same action you'll scream*

FORCE FACTOR
Another beat-'em-up that does nothing for the NES.


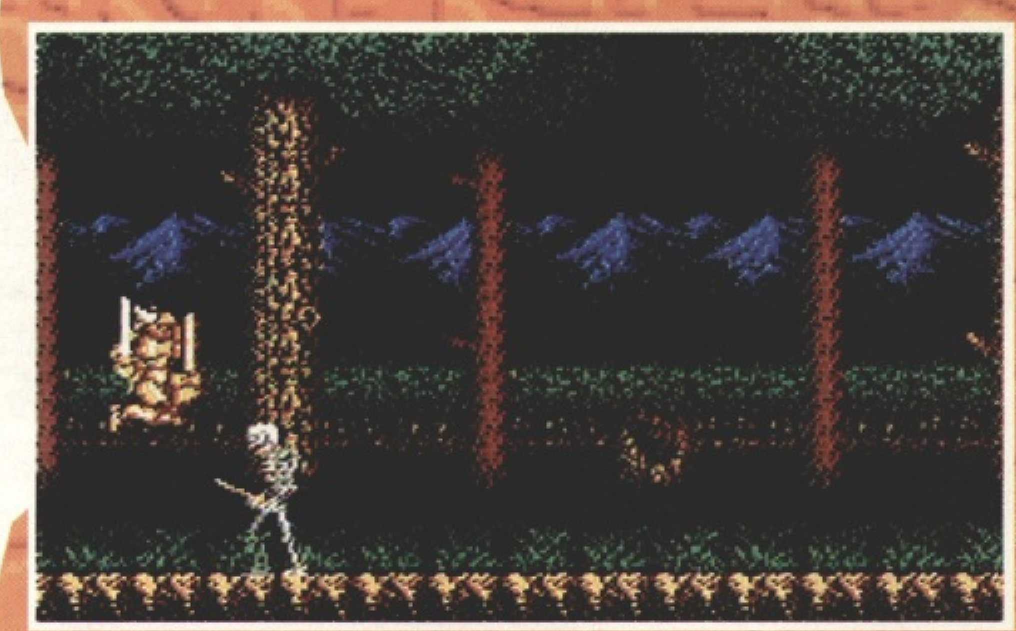
Eledar is divided. Only the legendary Sword Master can restore peace. Grab a blade, don your armour and join the crusade...

The world is full of half-baked swordfighters who buy a nice shiny blade and think they're it, but there's only one Sword Master. He's been travelling from village to village leaving a trail of victories and disembodied limbs covered in claret — so when the kingdom is taken over by the wicked Fire Mage and Vishok the Serpent God, it's the Sword Master who has to handle them. Life's tough at the top!

The kingdom of,Eledar is split into seven levels of slashing action, from the Forests of Living Darkness through the Village of Sheridon and on to the castle with its many spooky nooks and crannies. Creeps and crawlies ooze out of every corner with skeletons, vampire bats, wolves and ogres appearing by the busload! Fortunately there are plenty of power-ups to help out.

The first important item to collect is the Magic Staff. This enables the Cloak of Might to collect spells from anything that is killed. Spells include bombs, lightning and fire — handy for taking out even the most stubborn of underworld scum.


Sometimes, the only way to avoid a good beating is by hopping, skipping and jumping.


Dem bones, dem bones! Watch out for this nasty chap, he hasn't eaten for weeks and he's extremely dangerous in hand-to-hand combat.


Above: you encounter most of the frightening sequences at the beginning of the game. Check out the cool animation (below) in the opening screens.




The evil wizard starts another evil spell to stop Sword Master dead in his tracks. Quick! Make a run for it!

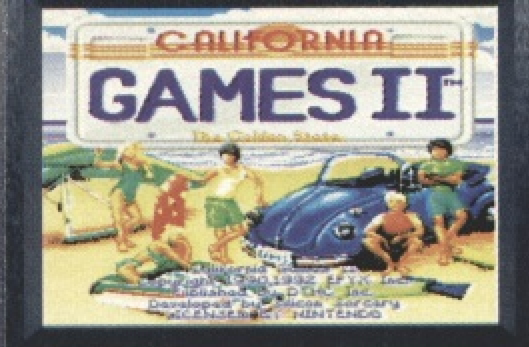
ROB: 'Unexciting beat-'em-up'



Swords and sorcery have always been a good subject, but *Sword Master* never gets into the spirit: it's a thinly-disguised shoot-'em-up that becomes very tedious. The main character moves too slowly, and apart from new backdrops on each level, nothing changes. Loads of bad guys, killer eagles and wolves cannot save the gameplay, and the music and sound FX are instantly forgettable.

A disappointing package — the subject and story are fine but they need some sound, graphics and gameplay. ***ROB 44%***

SWORD MASTER



CALIFORNIA GAMES II

SPORTS

SNES

AVAILABILITY

Producer: .... DTMC
Supplier: .... Krazy Konsoles 0422 342901
Price: £43
Status: .... US Import

OPTIONS

Players: .... 1 or 2
Continues: .... None
Skill levels: 3
Extras: .... Practice modes

FIRST GLANCE

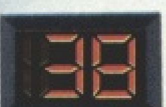
ROB: "*A bogus trip to chocolate-cake city! All would-be beach bums won't find anything here!*"

CHRIS: "*Everything that California is — very nice on the outside but no depth at all!*"

CARL: "*Excellent, superb, brilliant, marvellous, mega, cool, rad ... NOT!*"



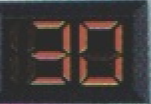
GRAPHICS 34
Mode 7 in the worst form we've ever seen it



SOUND 38
Trashy tunes and awful effects



PLAYABILITY 34
Each event has terrible gameplay flaws



LASTABILITY 30
Play this for more than a minute and you're mad!

FORCE FACTOR
One of the saddest SNES games we've ever seen.



36

Ah, California... if the sun doesn't tire you out the sports certainly will!

The first *California Games* was always a tricky little number, with tough events to tackle in the sunny surroundings of a typical beach resort. Unfortunately it never materialised on the SNES, but can be found on almost every other format.

Now the sequel has even trickier events in the same Beach Boys surroundings. Players must be much more clever — anyone who has played the original will need all the skills they've learned. Newcomers can use the practice mode.

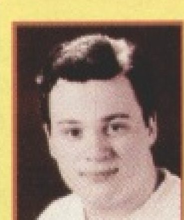
There are five events. The first is hang-gliding at San Francisco's Fort Funston; next, the player is skating down a winding aqueduct, which takes lots of guts. Then dudes can take a crack at snowboarding down an alarmingly steep, snowy rockface, complete with all manner of crazy obstacles.

Next there's the zany body-boarding, and the final event is a jet-surfing competition which will really finish all surf bums off. The object of the game is to get top marks on every event, and good performance is rewarded with cries of 'Cool, dude!' and 'Excellent!'.



'We're riding along on a crest of a wave and the sun is in the sky!' Surfing would be great fun if there weren't obstacles scattered throughout the water!

NICK: 'Very, very nasty'



It's very, very sad — everyone is raving about the SNES, going on and on about the thousands of colours and brilliant graphic modes it has, and then something like this comes along. I'd rather go back to my Spectrum than play this.

The events are badly programmed, with awful graphics. Take the final jet-surfing. Okay, nice looking Mode 7 water, but the jet-ski floats around on it like an old barrel. Then there's the skateboarding with cacky grey tunnels — nice! Leave this game on the shelf where it belongs. **NICK 38%**

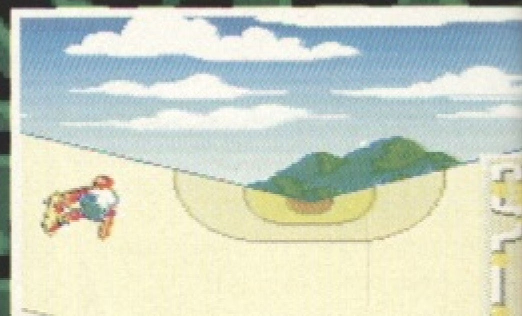


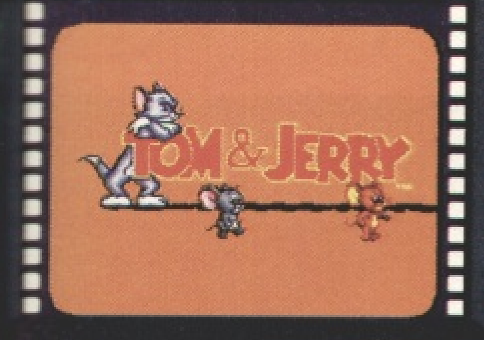
There's nothing like feeling the wind in your face as you glide out to sea on your new handglider. The trouble is though, one small mistake and you end up in the ocean!



Yes, it's true! It snows in California making it great for snowboarding.

For those who prefer the sun why not stick to freestyle skateboarding!





TOM & JERRY

PLATFORM

SNES

AVAILABILITY
Producer: .... *Hi-Tech Expressions*
Supplier: .... *The Computer Game Shop 0743 363300*
Price: *£50*
Status: .... *USA import*

OPTIONS
Players: .... *1 or 2*
Continues: .... *None*
Skill levels: *1*
Extras: .... *None*

FIRST GLANCE

ROB: "*So monotonous even the cartoon characters can't save it from the bin*"

CHRIS: "*Nice big sprites but the controls are too frustrating to keep my attention!*"

CARL: "*Not at all like the frantic fun of the cartoon show — definitely one to avoid!*"


GRAPHICS 45
Cute but lifeless characters!


SOUND 40
Cool but incredibly irritating soundtrack!


PLAYABILITY 47
Frustrating controls take away all the fun!


LASTABILITY 49
After the first of games you'll be begging for mercy!

FORCE FACTOR 44
A disappointing platformer lacking all the fun of the cartoon!

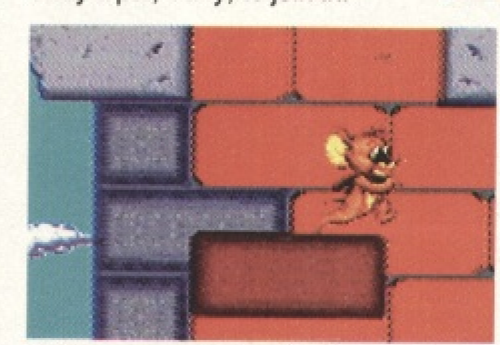


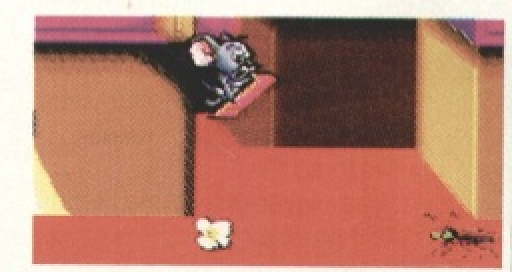
The most mischievous double-act in cartoon history are alive, kicking and running riot on the SNES. Is it the cat's whiskers or just one big moustake...?

Everybody loves Tom and Jerry — all that stepping on brooms, and getting teeth knocked out. Well know you can join in all the fun in this high-energy conversion of the silver screen's favourite cartoon couple.

The aim of the game is to guide Jerry around a vast array of tricky platform-filled levels avoiding the nasties out to make the journey a nightmare. Begin in a junkyard jammed with hazards including fish skeletons and vicious insects, then move onto toy shops and eventually the movie theatre.

At the end of each level, tackle Tom the cat. He has to be put temporarily out of action before the journey back to Jerry's house can continue. This is a tough task for a solo squeaker, so there's a two-player option allowing Jerry's pal, Tuffy, to join in.


This is one small step for Jerry but a giant leap for mousekind!

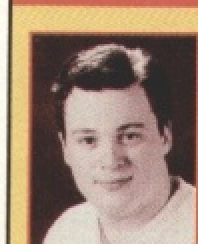

Tuffy grabs his hoverboard (above) and takes to the skies — watch out for the ants! Meanwhile, Jerry runs along a conveyor belt (below) blasting oncoming enemies.




Dodge the falling sand bags! That crafty cat is out to turn poor Tuffy into mousemeat — quick, make a run for it!


Here it's up to Jerry's sidekick,Tuffy, to take on Tom. The crafty cat constantly bombards you with sacks!

NICK: 'Nothing new'



What have Hi-Tech Expressions done to my favourite cartoon characters? They look more like cardboard cutouts than the mischievous double-act I remember from the big screen.

And there's virtually nothing new in *Tom & Jerry*! It's almost as if the programmers at Hi-Tech have got a naff platform-game creator where they input a few graphics and wait for a new game to come out the other end. The designers haven't done a good job either; the level layouts are very poor, as if they've just scattered a few sprites on the background and hoped for the best.

And as if this isn't enough, the cartoon's theme tune drones on in a continuous loop that is driving everyone at N-FORCE insane (but then most of us were already...). Stuff those tenners back in your pocket and watch the real thing — it's much more fun!

NICK 43%





STRATEGY

SNES

AVAILABILITY

Producer: .... Activision
Supplier: .... The Computer Game Shop 0743 363300
Price: £50
Status: .... USA import

OPTIONS

Players: 1
Continues: .... None
Skill levels: 1
Extras: .... Battery back-up

FIRST GLANCE

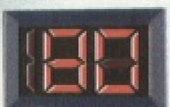
CARL: *An absolutely perfect conversion of a brilliant PC game — in many ways even better!*

CHRIS: *Great once you get into the action but a little slow to start. Persevere, it's worth it!*

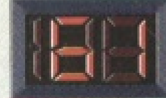
CHIKE: *I really hate strategy games and this is no exception — I'd rather eat school dinners!*



GRAPHICS
Blade Runner-style stills and Mode 7 landscapes



SOUND
Swirling, atmospheric synthesized sounds



PLAYABILITY
Tough controls take a while to master



LASTABILITY
There's lots in it but the options are confusing

FORCE FACTOR
An in-depth strategy game that's a little slow but good fun!



The future's so bright you've got to wear shades. And you'll need to look tough when you're battling it out for supremacy and a pile of cash in this new sci-fi strategy sim.

This futuristic battle-based strategy sim places you in the role of Herras Ragen, a mercenary in a large armoured exoskeleton, known (at least to the people whom he allows to talk about him) as a Mech Warrior.

The House of Davion is offering a king's ransom to any freelance trouble-shooter who can bring them the heads of the Dark Wing Lance, an infamous group of rebel mercenaries. Guess who's going to do it?

In this one-player-only game Herras must take small jobs to earn enough cash to customise the Mech, and eventually buy fiercer ones to battle a whole enemy cartel. There are enemy Mechs to destroy in every job, so mastering the cockpit view and the controls for jets, cannons and missiles is essential.

You can save your exploits in the Davion HQ on planet Galatea, which also has a Mech repair shop and the canteen, where Herras picks up rumours concerning the Dark Wing Lance and gossip on the best jobs going.

If you're into all this future-corporation, huge-decaying-civilisations and interplanetary-skirmish stuff or you just fancy a change from regular beat-'em-ups, *Mech Warrior* is the very cart for your space-age SNES.

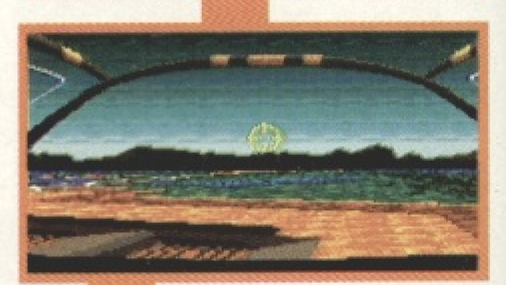


With only a limited forward view, dozens of weapons systems to choose from, enemy Mech's all over you, incoming missiles to dodge, jump jets to use and an overheat problem. It's no surprise when you get the screen below!









NICK: 'An involved and in-depth simulation'



If you haven't got much time to spend playing games, this isn't for you. *Mech Warrior* isn't the sort of blaster that you can just plug in and play. Before the action begins, a warrior has to be created from scratch — it's like an episode of Blue Peter but with more expensive sticky-back plastic and washing-up-liquid bottles!

When all this 'borg building is over the real fun begins. Activision have used a mixture of Mode 7 scrolling and scaled sprites, to create a really cool futuristic game — even the presentation screens are fantastic! If you've got the patience and like blasting action try *Mech Warrior* — it's so much more than your average shoot-'em-up!.

NICK 81%

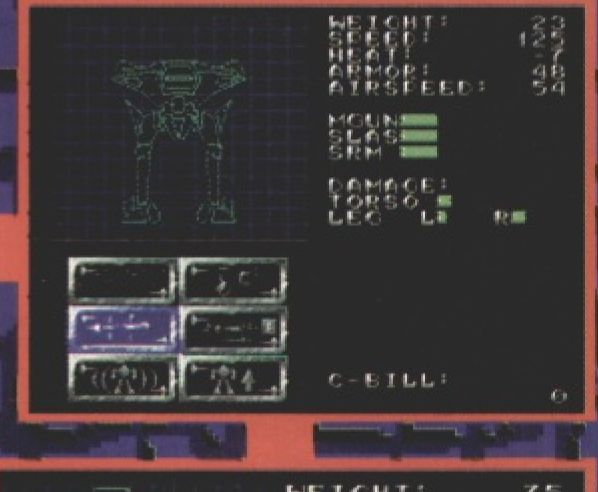
Mission: once you set off on a mission there's no turning back. Float down to the target sight and use your radar to locate the enemy — then all hell breaks loose!













The Workshop: pay a visit here to check on your Mech. You can buy a new one if your credit balance allows. There are five models to choose from but be warned, the best costs as much as a small solar system! On the other hand, you can upgrade your existing unit by buying better weapons, engines, jump jets and armour. But most of the time is spent here repairing damage done in your last skirmish!

Canteen: this is one of the most important places to visit — you can talk to the barman about missions, take advice from veterans, check the news, pick up a video tape or just sit down and have some lunch!



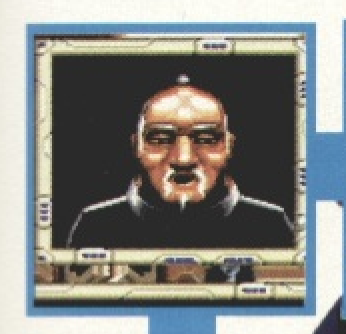
ROB: 'Hot robotic action'



There aren't many games where you get to build a battle robot almost from scratch and fight against similar deadly machines so *Mech Warrior* is a refreshing change to play. It takes a while to get into, and the controls are a bit long-winded — I spent ages flicking through option screens when all I wanted was to get stuck into the action.

The graphics are very well-detailed, the animation smooth, and the sound just the type of atmospheric theme you'd expect. *Mech Warrior* is a great game — for a long night.

ROB 82%









GHQ: the only way to get a mission is to go to GHQ and ask. They offer a selection of duties on different planets, you can view the information and haggle for better pay!

WARRIOR



PLATFORM

NES

AVAILABILITY

Producer: .... Konami
Supplier: .... Konami

Price: £24.99
Status: .... Official UK release

OPTIONS

Players: 1
Continues: .... Infinite
Skill levels: 1
Extras: .... Passwords

FIRST GLANCE

CHIKE: "This futuristic blast-'em-up gave me something to really get my teeth into!"

CHRIS: "Hilarious hare-raising action! One of the best games of the issue!"

CARL: "I'm a real fan of the funny bunny. Great graphics, great gameplay, cool teeth!"



GRAPHICS The cartoon antics come to life brilliantly



SOUND Fans of the cartoon will recognise the ditties



PLAYABILITY Same old story with lots of jumping and shooting



LASTABILITY Changing characters gives the game a boost

FORCE FACTOR 81
Another platformer, but the NES does them so well!

BUCKY O

If you're looking for a rare bit of hare-raising shoot-'em-up action, get your teeth into this bob-tailed blaster!

You've probably seen the Saturday-morning cartoon, you might have seen the comic — and here's the game.

Bucky O'Hare (fearless space warrior and part-time small, furry, cute thing) and his four mates have sworn to rid the Aniverse of the evil Toad Empire.

But Bucky's comrades in the Aniverse, a parallel universe ruled by animals, have been imprisoned by the nasty warty ones on four different planets. Bucky won't rest until they're free so journeys to each of the planets to rescue 'em.

Flashy graphics, sound and animation cruise past detailed backdrops, as Bucky and friends run, jump and shoot their way through those green amphibians, each character with a different weapon. A quick tap on [SELECT] changes the player from Bucky into any of the freed animals — Blinky, Jenny, Deadeye and Willy.

Each planet has its own mix of fiendish traps out to get our hare-brained hero. Luckily, there are plenty of power-ups to help him out.



This deadly dwarf is one of Bucky's many mates. Each have their own super weapons guaranteed to get all toads running for cover!

O'HARE

Things aren't as simple as they seem, however — once you've granted your mates their freedom, the Toads round 'em all up again and hide them on the mother ship. Hence a pretty huge game, with unlimited continues.





Bucky takes time off to relax at the fairground — but is it just another trap?!

Each character Bucky rescues shows their gratitude by returning to help him out in the tricky later levels. This slimy toad (below) is the enemy commander.



NICK: 'A real winner!'

Okay, this is more of the same old thing, but I love platform shoot-'em-ups! I've never seen the cartoon series, but I'm told the graphics are close to the original, with brightly-coloured characters and lots of great animation.

There is a slight twist to the gameplay, as some obstacles can't be overcome without the help of certain friends. This means that some of the planets must be completed before others. The trouble is, you aren't told which to tackle first!

The password system removes the frustration of having to start a game from scratch when you run out of lives, but it will probably reduce the time needed to complete the game. All platform freaks will be at home with Bucky and his adventures, and at £24.99 Konami have got a real winner!

NICK 82%

ROB: 'Hare-raising antics!'



A fun, action-packed platformer that's perfect for the NES, with loads of hair-pulling levels to blast your way through, all requiring lots of skill and bravado. Graphically, *Bucky O'Hare* shows off the 8-bit console brilliantly with colour and detailed animation, and the music is perfect against the action of laser fire, bombs blasting and space ships zooming by.

Though *Bucky O' Hare* isn't one of the most original games on the NES, it's a ruddy good challenge throughout. You won't be able to put it down for ages.

ROB 84%



This slimy dude is just one of the many end-of-level bosses Bucky faces.



It's the duck's turn to go toad hunting. The hi-tech laser blaster does the job nicely!



The evil empire launch their dreaded toad ships. Can Bucky O'Hare escape alive?

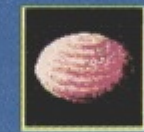


PLANET HOPPING

Bucky's mission is to track down his friends who are being held captive on four different planets. The worlds have their own fiendish guardians to deal with, but when one of the pals has been rescued he or she comes along to help Bucky out. Once rescued, pressing [SELECT] brings one of the friends into the action.



Green Planet: as you would expect this is an eco-friendly place. This planet, the smallest of the lot, also hides Blinky. He's a small white bloke with a powerful short-range laser gun useful for cracking ice, and a jetpack.



Red Planet: this home of erupting volcanoes and molten lava holds Deadeye as its prisoner. He's a rock-hugging pal who can climb vertical slopes and runs around with a three-way laser in his pocket!



Blue Planet: the young lass Jenny is imprisoned here. She's your average girl — except for her three eyes, one of which doubles as a laser-blaster! Oh, and her party piece is firing Toad Turbo Balls into the air! Use Blinky to break the ice blocks as the slimy toads have made this a very slippery level.



Yellow Planet: most of the Aniverse is taken up by this giant planet and poor Willy, the final crew member, is hiding somewhere inside. Despite his geeky looks he's a handy pal to have. His megablaster fires a concentrated beam which stops even the most stubborn of toads!

TIPS FORCE

This month the TIPS FORCE crew have been working round the clock pouring through the mail that's been flooding in to the office. There are so many tips we've got enough to fill TWO magazines — and from next month that's exactly what we're going to do! Meanwhile get ready for a bumper batch of multi-format fun...

SNES

NES

GB

Zelda: A Link To The Past



To collect the red shield go to the Waterfall of Wishing (to the left just before entering Zora's lake) and throw your normal shield in.

To collect silver arrows and the golden sword go to the bomb shop and buy a super bomb, which is 100 rupees. Detonate it next to the crack in the pyramid (Dark World) and throw your sword and arrows in.

Bottles can be bought off the man in the village (Light World). In the village of Light World, go to the biggest house, which is the one you can't go beyond. Go to the back of the house and walk in through a secret door. For the third bottle, go to lake Hylia — with an island in the middle — and swim to the north, then go west under the bridge. A man gives you a bottle.

To get the fourth bottle go to the Dark World village. Where the hammersmith's house is in the light world, you'll find a chest. Take it to the thief in the Light World desert, using your mirror to transport it. He'll unlock it for you to retrieve the fourth bottle.

Street Fighter II



Here's a curious tip sent in by **Joel Wheeler** from **Eastleigh**. On an American copy of *Street Fighter II*, go to the options screen. Press [R] on 25, 26 ,27, and 28, and the sound effects from 1F to 22 will change from punches to strange Vega-like samples. Don't worry if you get a bit confused with this, we did as well.

TOKYO

Where's the best place to look for the hottest tips? Japan of course! It's time to join N-FORCE's very own Mr Sulu — Norton Kai — live and direct...

Ranma 1/2



In two-player VS Mode, you can access any character — even Happosai, a wrinkled old geezer who's harder than nails. Choose VS Mode, then any two characters. At the Stage Select Menu, press [R], [X] and [A] together. The Debug Menu comes up and you can freely choose characters.

StarFox



Take a break from blitzing Andorf's twisted military might and scope out the character catalogue of this breathtaking 3D shoot-'em-up.

Play the game and get a score of over 15,000 points. After losing your last craft, at the Continue Menu press [DOWN], [Y] or [B] on controller 2 to change the displayed character.

Use Controller One to manipulate the character, including zoom and ghost imaging while rolling and tumbling. A neat look at some of your worst enemies, but not all — the stage bosses aren't for show!

Jaki Crush

This password might inject some playability into a title panned by our own crew.

Super Star Wars

This cheat sent in by **Marc Sullivan** from **Reading** only works on the US version of *Super Star Wars*.

Go to the title screen and press these buttons: [A], [A], [A], [A], [X], [B], [B], [B], [B], [Y], [X], [X], [X], [X], [A], [Y], [Y], [Y], [Y], [B]. You should hear a Jawa cry, telling you the cheat has worked. Now you can start a level with the choice of all three heroes.

In the level, [L] and [R] on the second joypad brings up the game-debug menu. You can change whatever you like, even the level. Press [START] on the first joypad to play the game. While playing press [START] on the second joypad to automatically end the level.

Push Over



The following codes are for all 100 levels on that hair-pulling little puzzler *Push Over*. They were kindly sent in by **Grahame Harvey** from **Guildford**, who wins a T-shirt.

Captain Rat's cash

00512	11782	21534	21631
01536	11270	23582	*22143
01024	09222	24094	21247
03072	*09734	23070	20735
03584	08718	*22558	28927
02560	08206	18494	29439
02048	24590	19006	30463
06144	25102	20030	29951
06656	26126	19518	31999
07680	25614	17470	32511
*07168	27662	17982	31487
05122	28174	*16958	30975
05634	27150	16510	*26879
04610	26638	16511	27647
04098	30734	17023	28671
12290	31246	18047	28159
12802	32270	17535	26111
13826	*31758	19583	26623
13314	29726	20095	25599
*15362	30238	19071	25087
15878	29214	18559	08703
14854	28702	22655	09215
14342	20510	213167	10239
10246	21022	24191	*09727
10758	22046	23679	44543

Good work Graham! What a domino-toppling demon you are!

TIPS

Just type in a row of fives (5555…) and when you start the game you'll have more than 840 million points and a whole bunch of balls. (The onscreen ball count shows 21, but there are actually 33

Other great passwords include '4444444Y', '6666666C', '8888888S', 'CCCCCCCS' and 'KKKKKKKS'. Check 'em out, if you dare!

Super Star Wars



Here are a couple of cheats that may help you through some tight spots in the Japanese version of this great game.

At the title screen, press [X], [B], [B], [A] and [Y] in sequence. If you hear an animal-like sound, you've scored yourself five continues.

If you prefer, you can start the game equipped with a light-sabre right away. At the title screen, press [Y], [Y], [X], [X], [A], [B], [X] and [A]. Unfortunately, you can't use both cheats at the same time



ACTION REPLAY ATTACK!



We've been flooded with codes this month. Keep sending them in — remember the most original gets a snazzy Action Replay T-shirt.

The following collection of codes was sent in by Steven Clifford of Cumbria, who's the lucky winner of a fab Action Replay T-shirt.

Spiderman

Infinite energy	7E10F880
Infinite lives	7E010003

Tiny Toons

Infinite energy	7E009E03
Super dash	7E00B6A0
Infinite lives	7E008E04

Lemmings

(replace X with a number to start a level with this number of climbers) 7E0095XX

As above but for floaters	7E00960X
For exploding lemmings	7E00970X
For blockers	7E00980X
For builders	7E00990X
For tunnellers	7E009A0X
For miners	7E009BOX
For diggers	7E009COX



Magic Quest

infinite energy	7E02B140
Infinite lives	7E037202

Super Star Wars

Unlimited lives	7E08FB03
Unlimited energy	7E0A7920
Need no Jawas	7E086E00
Always have jets	7E087224



Super Mario World

Infinite Marios	7EODB405
Infinite Luigis	7EODBE05
99 coins each time switch is activated	7E0DBF63
99 star coins each time switch is activated	7E027799
Infinite time for a level	7E0F3303
Indefinite Super Mario	7E001901
Indefinite Cape Mario	7E001902
Indefinite Fire Mario	7E001003



You Game Boy addicts sure love your Action Replay codes. If you know some we don't, send 'em in. There are are cool T-Shirts for the most original.

Baloon Kid
Unlimited lives 010421DE
Select level. Disable Action Replay when you start on the desired level 03XX13DE
Always fly 010211D1

Barbie
Infinite energy 010591DD
Start with X lives, eg010494 gives four lives 010X94DD

Bart Simpson's Escape From Camp Deadly
Infinite lives 010292C9
Infinite energy 010298C9
Infinite boomerangs 010594C9

Double Dragon II
Unlimited lives 0203AFC6
Unlimited energy 083CB7C6

Duck Tales
Unlimited lives 01021ACA
Unlimited time 079611CA

Gremlins 2
Infinite lives 0102C5C0
Unlimited energy 0108C6C0
Select level — only switch the enable/disable switch for a short time 010XA2C0
Keep pencil all the time 0A08C7C0
Fire notes at any time 0A04C7C0

Hit The Ice
Stop the timer 015968C6
Player Two's score is always 0 so you always win 010037C6

Interstellar Assault
Infinite lives 010280C9
Keeps two missiles while Action Replay is enabled 0A0231CC
While enabled prevents the player's ship from taking any damage 0A033CCC
Always keeps the selector over options 010592C9
Keeps two orbs all the time 010234CC

Navy Seals
Gives XX machine-gun rounds.
Leave for unlimited gun ammo 01XXADFF
Gives X lives. Leave for unlimited lives 020XC2C3
Gives X special attacks 0A0XC3C3

Ninja Gaiden
Unlimited lives 01029CC0
Unlimited energy 01069BC0
Unlimited fire wheels 010593C0

Out Of Gas
Stop the timer 0145DCC0
Infinite lives 0203E6C0
Flip poke switch to complete level 0103F6CA

Pacman
Restores lives to three. Leave enabled for infinite lives 030241D6
Start on level XX. Eg enter 030569D6 for level five 03XX69D6

Super Off Road
Unlimited credits 010807C7
Unlimited Nitros 010812D0
Start with X level of tyres 010X0ED0
Start with X level of acceleration 010X0FD0
Start with X level of shock absorbers 010X10D0
Start with X level of speed 010X11D0

Tetris
Stops the levels increasing 0101A9FF
Starts at level X 010XC2FF
Make square block come down every time. If second C is changed it changes to other shapes 0C0C13C2

The Flash
Infinite lives 0103E5C0
Infinite energy 084870C1
Infinite surge power 088F71C1
Infinite time 070979C1

Tiny Toons
Infinite lives 0102C3C9
Infinite energy 0102F0C9
Infinite weapons for Bugs 0103F1C9
Infinite weapons for Daffy 0103F2C9





The following collection of tips was sent in by **Daniel Dymond** from **Newbury**, who wins the £50 prize.

Lemmings
For a sound test, on the title screen press [UP] and [R], then [START].

Final Fight
First, a tip for *Final Fight*: on the title screen press [L] and [START] for secret options.

Super Castlevania IV
Just before you enter Dracula's castle, jump down onto an invisible wall, then jump down again and go to the edge of the screen.

TMNT 4
With controller two press [UP], [UP], [DOWN], [DOWN], [L], [R], [B], [A]. Then on the option screen you can increase your lives to ten with Controller One.

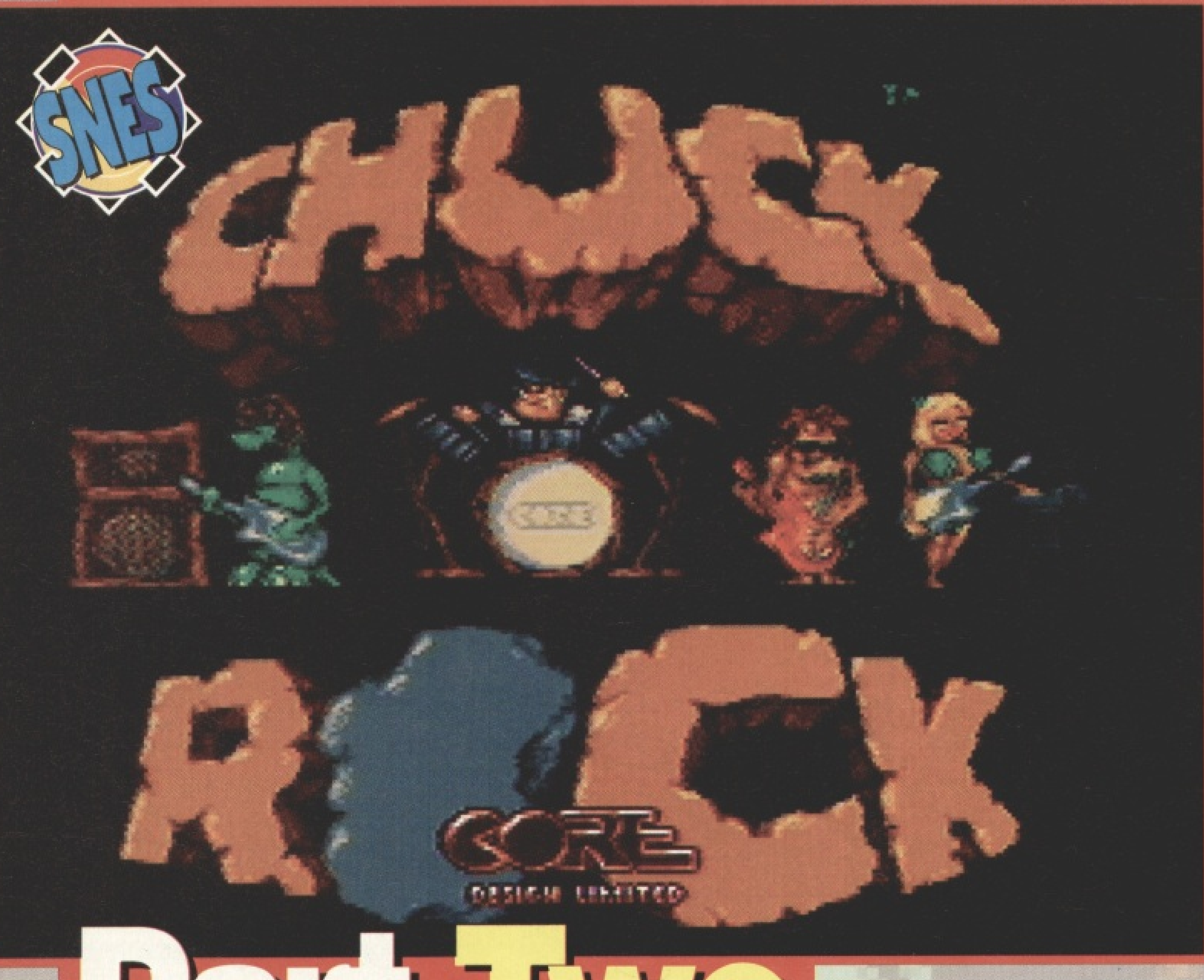
Prince of Persia
To sample the music, start the game and hold down [START]. Press [SELECT] for a music menu.

Pilotwings
If you want a real challenge on *Pilotwings* that differs from most of the game, enter the code 882943.

Win £50
Listen up game fiends! *TIPS FORCE* are giving away TWO £50 prizes for the senders of the best tips of the month.

So turn your talents into cash and get to work solving your favourite games. It doesn't matter if your tips are for the SNES, NES or GB but the prize winners are more likely to be for new releases and we absolutely love maps! And one other thing — definitely no more *Super Mario Bros* or *Street Fighter II* codes!

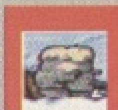

STARFOX - £48.95! BEST 2ND HAND SELECTION IN BRITAIN!!!!
Here's TOBY!
CUH! TYPICAL! HERE I AM, DYING TO PLAY ON MY SNES....... BUT I'VE GOT TO WAIT UNTIL MY BROTHER'S FINISHED WATCHING "JIM'LL FIX IT" BEFORE I CAN USE IT!
JIM'LL FIX IT
NOW THEN, NOW THEN, I'VE GOT ANOTHER LETTER HERE AND IT SAYS "DEAR JIM, PLEASE CAN YOU FIX IT FOR ME TO BLOW UP NOEL EDMONDS' HOUSE?" WELL, WELL, NOW THEN GUYS AND GALS ETC..
LATER..
"DEAR JIM... PLEASE CAN YOU FIX IT FOR ME TO DESIGN SOME SUPER NES GAMES OF MY OWN? I ENCLOSE A FEW IDEAS AND EXAMPLES..."
CHARLIE BROOKER
USE SPANNERS, AXES, SAWS, LUMP HAMMERS, EGG WHISKS AND CAR JACKS TO INFLICT HIDEOUS WOUNDS ON UNARMED VICTIMS IN YOUR BID TO BE CROWNED THE MASTER OF MAIMING.
WRESTLE PSYCHOSIS
MISTER DARTS
ATTEMPT TO SCORE 180 POINTS BEFORE YOU DIE OF CIRROSIS OF THE LIVER. WACKY FUN FOR ONE OR TWO ALCOHOLICS.
MASTER OF MAIMING
SLIP ON A PAIR OF DAYGLO TIGHTS AND A STRANGE MASK, THEN ATTEMPT TO WALK DOWN THE HIGH STREET WITHOUT GETTING ARRESTED BY THE VICE SQUAD.
AND..
RIGHT! I'M OFF TO POST MY LETTER TO JIM - AND WHILE I'M AT IT, I'LL SEND OFF FOR SOME NEW GAMES FROM THE TOTTENHAM COURT ROAD COMPUTER EXCHANGE!
THE T.C.R. COMPUTER EXCHANGE IS TRULY A KIND OF SUPER-NES HEAVEN! THEY STOCK ALL THE LATEST TITLES AT LOW PRICES, AND HAVE PILES OF SECOND HAND GAMES AT VERY LOW PRICES! THEY ALSO BUY OR PART-EXCHANGE YOUR OLD GAMES!
YOU'LL POO IN YOUR PANTS WHEN YOU SEE THEIR SELECTION!
ALSO SEGA, PC, AMIGA, ST, NEO-GEO, GAME BOY/GEAR, LYNX, PC ENGINE STUFF!
FEAST YOUR EYES ON THESE FAB NEW TITLES AT KNOCKDOWN PRICES! TO ORDER, JUST CUT OUT THE COUPON ON THE RIGHT AND SEND IT TO "COMPUTER EXCHANGE, 143 WHITFIELD ST, LONDON W1P 5RY!
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I ENCLOSE A CHEQUE/P.O. FOR £
I'M CALLED
AND I LIVE AT
PLEASE ADD £1-50 FOR P+P. CHEQUES/P.O.'s PAYABLE TO "TCR COMPUTERS MAIL ORDER"
TICK HERE TO ORDER "SUPERKAYLO", CHARLIE'S OWN COMIC, ITS £1-50 AND IS FOR ADULTS ONLY.



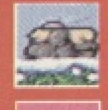
Part Two

Here's the final part of the *TIPS FORCE* amazing CHUCK ROCK special. Last issue we stripped the first three levels of this brilliant cartoon platform romp to the bone — now we've got the rest of the game tipped to perfection!

Stage Four

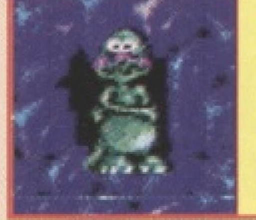

Large rocks: use them as stepping stones and to kill any creature.

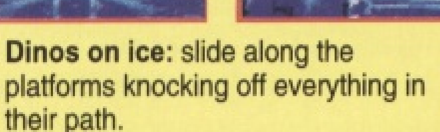

Meat: chomp on this for a few extra points and a full tummy.

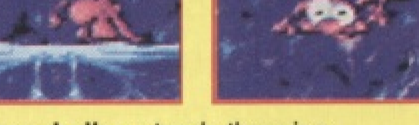
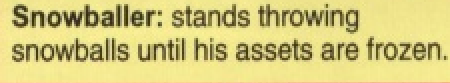

Small rock: they can be used to trigger traps and as an umbrella.

Bag of peas: Chuck's favourite snack food — delicious!


Octopus: swims from left to right and back wiggling his long tentacles.


Frozen dinosaurs: they've got to meet the big dinosaur in the sky.



Dinos on ice: slide along the platforms knocking off everything in their path.




Snowballer: stands throwing snowballs until his assets are frozen.


Green dino: shuffle along the ground generally getting in the way.

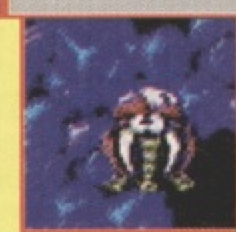




Mamouth flip: these ingenious inventions flip Chuck to a higher platform when hit.



Wooly horn: march around using their big horn to poke Chuck.



Snowy mamouth: these tiny creatures run about in a complete frenzy!



Cold pterodactyl: swoop and dive as before but they're wearing a scarf!


Snowmen: snowballer hide behind these huge frozen blokes!


Sneezing dino: he coughs and splutters then has a giant sneeze!

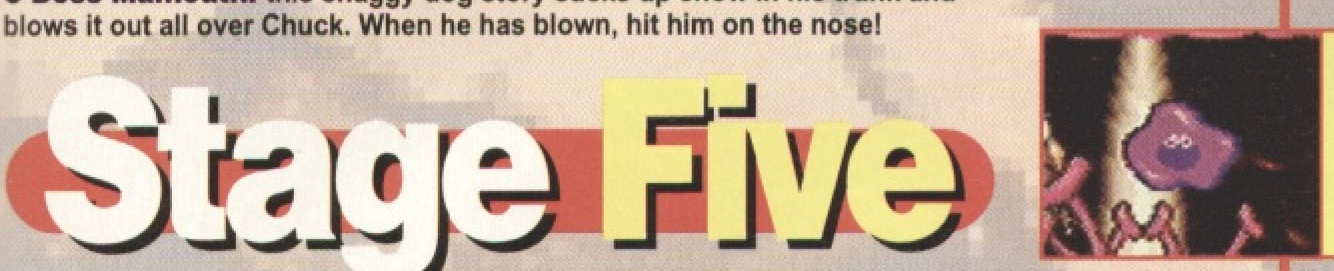


Sucking mamouth: sucks Chuck into his trunk then blows him out !

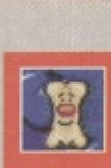





● **Boss Mamouth:** this shaggy dog story sucks up snow in his trunk and blows it out all over Chuck. When he has blown, hit him on the nose!



Stage Five



Smiling bone: pick up this for an extra 1000 points!



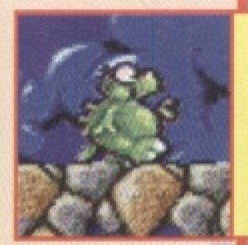

Skeleton Pterodactyl: just like all the others but made of bones.



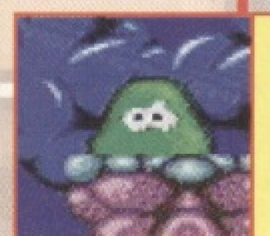

Bandaged dino: poor fellow's been in the wars, put him out of his misery.




Bouncing belly dino: this beer belly comes in useful for high places.



Marching dino: when killed he either turns into a devil and attacks or an angel and floats to the sky.



Green splodge: this gooey creature plops up and down until popped off.



Walking skeleton: strolls up and down the platforms until shattered.



Toothy dino: this geezer's false teeth jump out of his head and attack!



Skull tongue: hit the skull and the tongue extends to form a new platform.

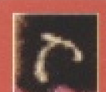


Sick dinos: ain't it a shame. They're all terribly ill in the dinosaurs' graveyard.



● **Giant dino mouth:** walk inside this monster's mouth to make his teeth drop off and enter the next section.

Stage Six



Wish bone: collect these turkey rejects for 1000 points.

Bacteria: float around inside the dino getting in the way.



Worm: these pink ones slither about until sorted out with a punch.



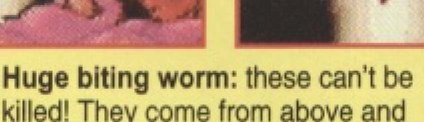
Biting worm: more aggressive than the last. They bite if Chuck's near.



Moth: flutter about above Chuck's head until their wings are clipped.



Big heart: if approached they jump at Chuck and bounce around.

Huge biting worm: these can't be killed! They come from above and below and can only be avoided.




● **Boxer shorts Boss:** He trundles backwards and forwards. Depending on the platform Chuck uses he either bites or punches our hero. After an attack he is vulnerable for a few seconds. Give him a punch or a kick and repeat the process to knock him off.



Congratulations! The stone-age saga's solved and Chuck's girlfriend is safe. Join us for a great NES *TIPS FORCE* solution next month!

GENIE GALLERY

Welcome back to the Game Genie Gallery. Here's your chance to win yourself the NES cartridge of your choice. All you need is a cart and a Game Genie — it's that's easy. The rest is up to you...



Chip 'n' Dale: Rescue Rangers

Infinite energy	AOEITEEN
Freeze bulldog	ATUEENSL
Freeze mice	AVKAVNSL
Freeze buzzer	AVOPTESL
Freeze buzz bomb	AVNOLKSL
Freeze racket rod	AVVPSSL

Godzilla

Never lose power	AEUSLKNY
Power replenished faster	AEKSAGPE
Invincibility	AAXITSNY
Take more damage	VYXITSNN

Ghostbusters 2

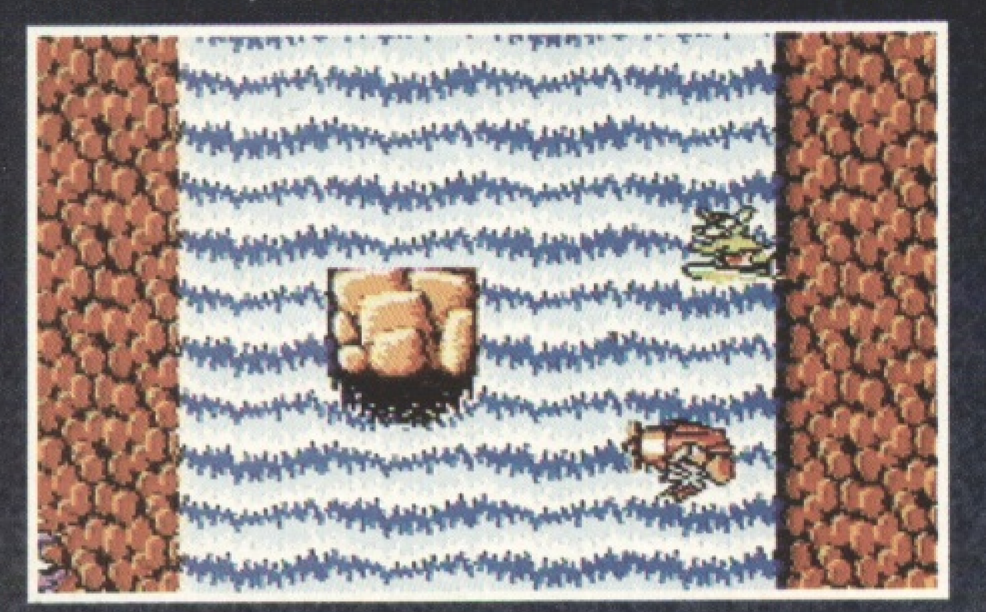
Start with one life	ZAEKLPGA
Start with six lives	YAEKLPGA
Start with nine lives	ZAEKLPGE
Infinite lives	SXXKZUVK
One continue only	ZESKIAGA
Six continues	YESKIAGA
Nine continues	ZESKIAGE

Jackie Chan's Action Kung Fu

Nine tornado attacks	PESIKYYE
Nine 360-degree spin kicks	PESIVYYE
Nine sky attacks	PESINYYE
Infinite special attacks	SXSKEXVK
Max energy from bowl	TAVGXZZA
Less energy from bowl	PAVGXZZA

Talespin

Start with one life	AYVKZYLY
Start with seven lives	TYVKZYLY
Start with ten lives	PYVKZYLN
Infinite lives	GZKGNKVK
Infinite energy	AAXEGPTA
Infinite continues	SXKNXLVG
Start with $1,000,000	PYVGUAAY



The following bucket load of tips were kindly sent in by Aidan McGuire from Reading.



Super Ghouls 'n' Ghosts



This spooky saga is one of the toughest games around but you can make life a lot easier for yourself by using this handy cheat. To warp to the end of the game go to the options screen, move to the exit, but hold down [L] and [START] at the same time on Controller Two. A secret screen appears allowing you to select stages, areas and music. You can can also face each level boss without going through the level first — excellent!.

Spanky's Quest



Without a doubt one of the wackiest games around. If your ball skills aren't up to scratch, these passwords will help you on your way.

Level 2	732
Level 3	354
Level 4	116
Level 5	988
Level 6	470

Super EDF



This space-based shoot-'em-up was a real hit in the office a couple of months ago. We found it pretty easy but if you're stuck in a rut use this cool cheat to stack the odds in your favour. To become invincibile pause the game and press [A], [B], [X], [Y], [L], [R], [UP], [DOWN], [LEFT] and [RIGHT]



Rocketeer



If your having trouble getting through the tough levels on high-flying racer try handy passwords:
490 629 312
435 765 818
775 454 215
318 469 417
040 473 312



King of the Zoo



To activate a level select, go to the choose character screen, press [LEFT], [B] and [A] until a number appears in the bottom right hand corner. Use [UP] and [DOWN] to choose the level and then press [START].

Super Soccer



This sporty tip has been sent in by Adam Davidson of Northhumberland. In the penalty shoot out , when it's the computers turn to strike, press pause . This allows you time to see where the ball is going helping you direct the goalkeeper in the same direction.

Super Pang



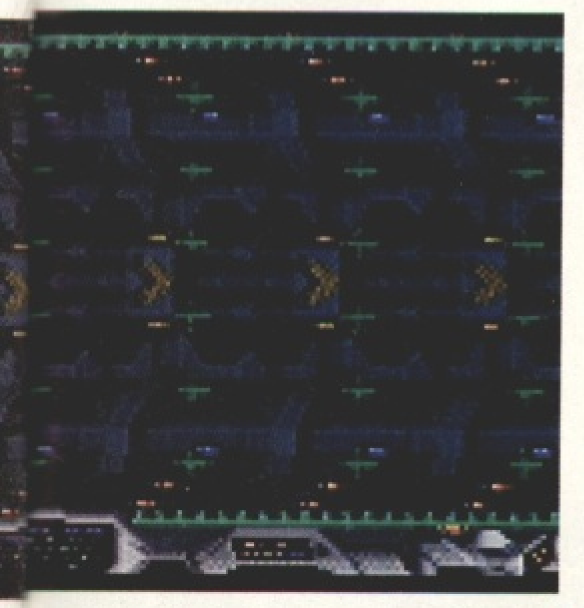
On the game select press L R R L and up and down for a complete level select.

Spin Dizzy Worlds



Enter MIMICHAN and you'll go to test mode, you'll be able to select the level you started on.

Join us for 100% NES and Game Boy tips next month!





PLAY TO WIN!

Stop right there — don't do anything until you have checked out the small print here! Yes, you too could be a winner but if you don't read this you'll never know.

Lethal prizes

Fans of great *Lethal Weapon* films starring Mel Gibson and Danny Glover had a chance to win assorted *Lethal Weapon* goodies, and we have the winning entries clutched between our grubby little toes.

Winners of a copy of the game are, on SNES are:
Neil Perkins of Leamington Spa, Richard Denning of Exeter, Mr GS White of the Isle of the same name, Guy Stewart of Waringstonn and Mark Digger of Worcester (nice SF2 envelope, Mark).

Winners of a NES copy are:
Daniel Young of Southampton, Craig Gurney of Whitby ('cos he's a good Yorkshire lad), Ali Ahmed of South Ealing (even though he's a sarcastic git about our questions!), Thomas Fullerton of Lowestoft and Yannick De Fleurquin (I think) of Belgium.

Game Boy cart winners are:
Peter Ravelin of Bournemouth, Brett Birks of Stourbridge (cos we feel sorry for anyone with a name like that), Steven Fyfe of Glasgow, Mario Markoc (is he insulting our favourite hero?) of Norway and Steve Foreman of Bristol- on account of Smiles bitter.

Winners of *LW3* videos are :
Barry Scullion of Cookstown, Gareth Hargadon of Ballinasole, (Sir) Peter Mitchell of Berkshire, Lee Cockett of Leominster (seeing as you live just down the road you can pop over and buy us a drink) and S. Wallace of Birmingham.

By the way, Mrs Jean Gretz of Jordanthorpe gets absolutely nothing for always sending us Aramis postcards.

And finally…
That most privileged of people, the winner of our incredibly flashy and wonderful *Lethal Weapon 3* jacket! He is... (drumroll, please) a she! Tracy Pickersgill of Leeds. Tthe jacket will be on it's way just as soon as the N-FORCErs get bored of poncing around Ludlow in it.

Read this quick — you've won that stick (maybe)

Clever people (they answered the questions right, anyway) who are also sickeningly lucky (they were drawn out of the N-FORCE top hat) have each won gorgeous TopFighter joysticks.

And they are...

S. Wallace of B'Ham, Paul (real) Wild child of Wakefield ('nother good Northern lad), Edwin (Lex) Lowther of Vauxhall, Barry Mackellaich of Balloch (!) and Chris Whatley of Edenbridge. Get waggling, fellas.

FAMOUS FOR 15 SECONDS

June's been the best month ever for high scores. The summer has certainly brought out the best in you. If you can do better fill out the coupon, send it in and earn yourself 15 seconds of fame. If you can't keep practising!

Super Mario World ■ SNES ■
99 lives 5 days
Paul Murphy, Kildare

Super Mario Kart ■ SNES ■
1 week 3 days
Paul Murphy, Kildare

Streetfighter 2 ■ SNES ■
Level 7
Everyman

Super Probotecter ■ SNES ■
Completed
Ross White, Cumbria

Streetfighter 2 ■ SNES ■
Completed
Ross White, Cumbria

Super Soccer ■ SNES ■
Completed
Ross White, Cumbria

The Legend of Zelda: A Link to the Past ■ NES ■
Completed in 12 hours over 2 days, with 2 saves
Andrew McCoy, West Sussex

I want to be famous for 15 seconds — please include my fantastic hi-scores and a pic of me looking cool!

1 ....format ....

2 ....format ....

3 ....format ....

I ain't lying and that's the truth ❐
I have sent a photo of myself because I look like Basil Brush ❐

Name..
Address..
....
....
....Postcode..............................

● Send your hi-scores to Famous for 15 seconds, N-force, Impact Publishing, Ludlow, Shropshire SY8 1JW.


From June
magazine fo
POWER
SPEED
x03

e 10 there's a
r your SNES...

MAIL FORCE

You might not have noticed yet, but this is the final time N-FORCE will feature SNES coverage. Let's take time to reflect as the team dip into their infeasably illiterate combined mailbag one last time...

Letter of the month!

Un-NES-essary discrimination!

I have several of your magazines and I feel that there isn't enough stuff on the NES. Many people don't appreciate that not everyone can afford the latest computers and games are too expensive to keep buying all the new releases.

Many magazines presume we have all the latest games and forget about older carts like *Zelda* and *Time Lord*. We need cheats for these games that people forget about. It just isn't fair that the NES is being neglected.

I appreciate that this letter won't be printed in your magazine, because there is never room, but could you at least try to think of the problems.

■ *Beckie Hornby, Formby, Merseyside*

Thanks for your letter Beckie, you're absolutely right! — the NES is a great console and it annoys us that sometimes really good games for it don't get enough coverage because space is limited in N-FORCE.

Everything's going to change soon though — because from next issue N-FORCE will feature nothing but NES news, reviews and previews!

Buy the next issue — on sale June 10th — and we're sure you'll agree it's just what you (and thousands of other NES fans) have been waiting for!

There's even more good news, because the new look NES only version of N-FORCE will only cost you £1.50 an issue. Watch out too for playing guides and round-ups of older 'classic' NES games.

Spoiled by success

I've been a SNES owner for about six months. Before this I'd never owned a console. I tried various games, but just recently borrowed *Prince of Persia* from a friend. Wow, I couldn't put it down for a whole week! I even stayed up at nights so I could finish the 20 tough levels in two hours.

However, my problem is since then I've expected every game to be as good and they're not. I tried *Dragon's Lair* the other week, thinking "okay, this is an adventure game and there's a princess", but what a load of poo. Little spiders jumping around and Dirk's face with that nose, yuck!

Okay, it's tough but has no class, if you see what I mean. Please, please, please could you platform wizards point me in the direction of very similar games with lovely graphics and that pro touch.

PS Will there be a *Prince of Persia 2* soon? And could you do a review of *P of P* for SNES?

■ *M Hughes, Haverhill, Suffolk*

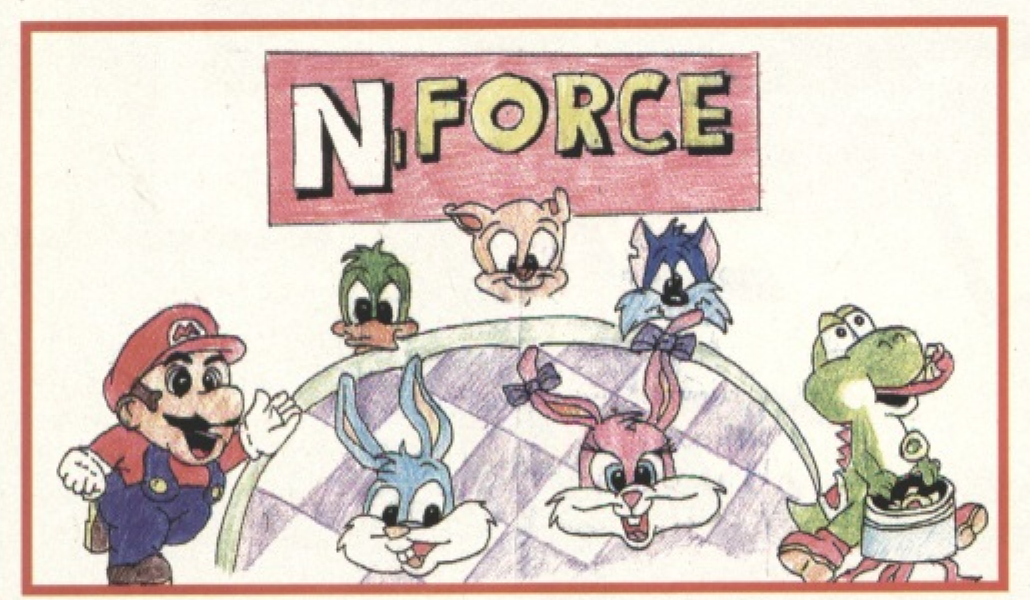
■ So you're an arcade-adventure freak, are you? Me too, but then you knew that already! I didn't really like *Dragon's Lair* with all that sliding around and dodgy gameplay.

You'll be pleased to know that there's a game in the pipeline that is said to be even better than *Prince of Persia*. It's called *Nosferatu* and it looks like a cross between *POP* and *Castlevania IV*. If this is true it's going to be a stonker!

There are no plans for a *Prince of Persia II*, though, unfortunately. *Nosferatu* was previewed by Norton in Japan last issue so it should be winging its way to this country very soon.

Oh, we reviewed your favourite game in Issue 4, and it got 92%!

■ *NICK*



This great picture of Mario, Yoshi and the Tiny Toons gang is from Simon Grantham aged 13 Rushden in Northants. Nice work Simon!

Up the NES

Please print this letter because I've only just worked up the courage to write it.

1. Why don't Nintendo and Capcom get together and make *Street Fighter* on the Game Boy and NES? Don't tell me it's impossible because Iknow it can be done on an eight-bit cart. After all, if the Spectrum and the Commodore C64 can do it, why not the NES?

2. Why do people put down the NES all the time? After all, without it there'd be no SNES, and with new 32-bit consoles and home computers coming out the SNES will look crummy.

3. For my boy, should I buy *Mortal Kombat* (when it comes out), *Empire Strikes Back*, *Alien* or *Best of the Best*?

4. Will the colour Game Boy have more than two buttons (A, B, C)? Please say yes.

XPRESS CLUB

Welcome to this month's N-FORCE XPRESS club corner. Check out the numbers and see if you're a winner

A TRIP TO EURODISNEY

Meet Mickey, Donald, Goofy and the gang in the wonderful world of Walt Disney. A trip to Eurodisney is just a phone call away!



A SNES CONSOLE AND FIVE GAMES

Your dream console and five carts of your choice are just waiting to be won. Unless you phone the hotline you'll never know if they are yours!



INSTANT WINNERS

If your card bears one of these numbers you've won a cart of your choice on ANY Nintendo format!
509800 ● 516519 ● 652904 ● 612215 ● 503321 ● 613212 ● 652444

■ *Kevin Knight, Rhinedahlen, Germany*

■ That would be one of the first questions I'd ask if I got the two companies together! The NES is a brilliant console, and is quite capable of coping with *Street Fighter II*. I wouldn't be surprised if Capcom create a special version — they usually support the NES well with games such as *Rockman* and *Duck Tales*.

As for those Game Boy titles, it all depends what sort of games you like. Those you mentioned were different, so watch out for their reviews and make up your mind before you visit the shops. My personal favourite is *The Empire Strikes Back* it got a whopping 85% in last issue.

The colour Game Boy still hasn't surfaced so no-one has a clue what it will be like. We'll have to wait and see but we are told there are no plans to change the number of buttons — looks like you'll have to stick to using just the two!

■ *NICK*

No competition

I am Professor Gravy. I work at Mario University. I would like to say that this idea of Sega and Nintendo being in competition is ridiculous — how could Sega possibly have a chance of competing against Nintendo?

I also think that instead of shooting Sega players on sight we should torture them (you never know, they might reform, but I doubt it — playing a Sega is the worst torture possible).

Seven out of ten Sega players prefer Nintendo but are too stupid to buy one!

■ *Professor Gravy, Glasgow*

■ Thank your for your input, Professor. I'm sure the men in the white coats will discuss it with you...

■ *NICK*

Do it yourself

We are loyal readers of your mag, even though we live in Canada. We don't have subscriptions, but buy every issue of N-FORCE and *Sega Force* from a local bookstore. We should get subscriptions since we pay about $8 for each issue!

Let's get to the point of this letter. We are starting a new fanzine called *Electronic Anarchy*. We would like permission to use N-FORCE and *Sega Force* photos, names and info in our mag.

This is not for any personal gain. We have been writing frantically to every company we can think of to ask the same permission. You guys get some info that we as Canadians don't get for a little while, and it's easy for us to use some of your info to make our issues up-to-date. If you could give us written permission to do it, we would be very grateful.

If you'd like any additional info on our mag, and if you'll give us written permission for the requests we've made, write to us at:

■ *Electronic Anarchy, 31 Leacock Court, Dart, Nova Scotia, Canada, B2W 4J4*

■ N-FORCE has gone truly global. We get letters from the USA and Canada almost every day. Just look at the prices these readers have to pay, too. If you're reading this… subscribe! You'll get yourself a great introductory gift and save lots of money in the process.

In answer to your question, obviously you're welcome to use any information you may glean from

MARKET FORCE

Got something to say swap or sell? Call the MARKET FORCE hotline on 0584 875851 and tell Carol what's on your mind. You can place your ad too.

FOR SALE

- SNES hit game Zelda 3, sell for only £30. Please buy it, tel (0299) 266501 anytime after 7pm.
- Game Boy games for sale, WWF £14, Star Trek £12, World Cup £12, or all for just £35. Ask for Austin on (0572) 770538.
- Street Fighter 2, good condition bought with SNES, Street Fighter 2 pack, so it is not boxed, £35 ono. If interested phone (0273) 770829 and ask for Jon.
- SNES for sale with six games, two joypads, Action Replay cart, US/Jap adaptor. Games includ SFII, Super Aleste, F-Zero, £300. The lot. Phone David on (0905) 425090.
- NES for sale, 15 games, 2 joysticks and controllers, all boxed £35, includes Mario 3, TMNT 1&2, Batman with light gun and tuns more!. Phone David on (0279) 443176.
- Atari Lynx II and PSU, Gauntlet 3, and sun visor, all still in box's, two months old, will sell for £50. Ring Gary on (0346) 515823.
- NES for sale, six games, Advantage joystick, two controllers, zapper. Mint condition, £140 (0502) 730937.
- Super NES, Amiga, NES and Master System for sale. All boxed and in superb condition. Bother Super NES and Amiga have loads of games. Call Daniel on (0633) 222666.
- F-Zero and mario World for sale, £30 each or swap for any good games. Contact Phil after 5pm on (0482) 821220.
- Game Boy for sale, good quality with seven good games incl Operation C and F1 Race, 2 & 4 player adaptors, light and magnifier and carry case, £120 ono. Ring Murray on (081) 367 0891, buyer must collect!
- Final Fight (SNES), boxed as new, sell £33. Also Master System and PC Engine games. Write to 67 Laitwood Road, London, SW12 9QH. Phone (081) 673 0319 after 9pm.
- Game Boy for sale, 8 games including SML 1, Batman, gauntlet II, Light Magnifier, all boxed excellent condition, worth £281 will sell for £200 ono. Tel Robert on (0536) 515476.
- Sega Pro Master volume three for sale, excellent condition. Normally £2.99, yours for £2.00. Send for details to: G Hyde, 6 Orchard Rd, Birstall, Leicester, LE4 4GA.
- Game Gear and Lucky Dime Caper, World Class Leader Board Golf, Columns and wide gear and Master adaptor, vcg boxed, £130. Phone Geoff on (258) 820701.
- Mega Drive for sale with 19 games and 4 joypads, good condition, offers around £350 ono. Also Amiga A500 1 meg extra drive, loads of games £340 ono. Call (0443) 404327.
- Sega Game Gear, Sonic The Hedgehog, £15 (portable). Tel (0798) 42080.
- I will sell Nintendo (NES) with ten games incl SMB1, Solstice and Adventures of Link 2, for £150 ono. Tel after 5pm, ask for Simon on (0874) 624912.
- Game Boy with six games, includes Mickey Mouse, Double Dragon, Gremlins 2, carry case and light magnifier, sell for £140. Call Paul on (0274) 567056.
- Game Boy for sale, £50, seven games, £15 each including Mario 2, Turtles 1&2, Tetris all in good condition. Phone Paul on (0484) 666833.
- Super Nintendo with 2 joypads, Street Fighter II, Super Soocer, Mario World, Ghouls & Ghosts, Probotector and Top Gear. All boxed sell for £250. Tel (021) 321 1086.
- NES games for sale, no instructions, £8 each. Super Strike vs Ball Tennis, Goonies II, Rad gravity, Trojan. Ring Tracey on (0634) 660657.
- Nintendo for sale with four games including Duck Hunt, £100 in good condition. Ring Jonathan on (0909) 472833.
- Game Boy with Tetris, Amplifier, light, plastic case, 6 games incl Nemesis, Boxxle, Dragon's Lair, worth £225, sell £150 ono. Phone Stuart (0540) 673 873.
- Game Boy, with five games and carry case, all worth £200, sell for £100, or swap for a SNES, Mega Drive or Game Gear. Phone (0491) 680479.
- Mega Drive, four games, WWF, World Illusion, Strider, Sonic 1, £155. Game Boy, 6 games, Bubble Bobble, Revenge of Gaotr, Double Dragon, Volley-Fire, Super Mario Land, Navy Seals all for £70. Master System I with gun and three games plus Transbot £40. All with leads, or the whole lot for £230. Tel (0707) 872065.
- Radio controlled car Tamiga Avante, 2001 Techniplus Controller batteries, battery charger spaces Futaba speed controller, worth £300 will sell for £150 ono, all boxed mint condition, Tel (0827) 56035.
- Two NES games for sale: Simons Quest - £14, and Turbo Racing £18 - both boxed. Special offer both for £30. Call (0803) 550256.
- NES for sale, 15 games, 4 controllers, including Quickshot joystick, Action Replay, plus codes. All boxed excelt 2 games. With light gun. Phone David on (0279) 443176.
- Game Gear with four games including prince of persia. Also Wide Gear and AC Adaptor, good condition, £129. Tel: (0694) 723105 (evening sonly).
- PC Engine Core Graft for sale with two games Dragon Spirit and Vigilante for £135. Spectrum Plus 2 with 28 games for £70 or both for £200. Tel (071) 582 5553.
- Sega Master System 2, with 5 games including castle of Illusion, Halia "90" and Alex Kidd for £90, call Gordon on (0851) 870 929.
- NES with two controllers and seven games, including WWF, plus latest accessories. Cost £300 sell for £150 ono. Contact Daniel on (081) 470 6280 after 4pm.
- BBC, 3 joysticks, disk drive loads'a

software, leads included, excellent condition only £175 or nearest offer. Call Roger on (0297) 22148 after 6pm.

● Snes UK, 3 joypad, adaptor with SF11, Robo 3, Castlevania, Addams, Top Gear, P Wings, F Zero and Wing Commander, all boxed and carry case, bargain £300, cost £570 contact Tony on (0932) 223319.

● Sega Master System for sale with four games including Sonic 1 & 2. Proce £50. Phone Gary on (021) 743 3630 after 6pm.

● I would like to sell my NES, with zapper and two control pads & eight games, (NES comes with Duck Hunt & SM1) eight games consist of SM3, Castlevania, paperboy, Battle of Olympus, Gradius, RC Pro Am, Zelda and Tetris. All for just £170 ono. Phone David on (0932) 786728.

● SNES games sell or swap, Krusty's Fun House, NBA all stars, and NCAA Basketball, swap for anything or sell for £25 each. Phone Ben on (0476) 85209.

● SNES, two joypads, five games, only 5 months old. Still under guarantee! Worth £325 I will accept £225 ono! Ring now to avoid disappointment (0326) 376322 after 6pm.

● A Nintendo and a Game Boy for sale, Nintendo has Mario 1, and Duck Hunt, with 2 controllers, light gun. game Boy has Tetris all sold for £110. Phone Mustafa on (081) 968 0745.

● NES for sale only two months old, with two joypads, Operation Wolf and Chip N Dale, worth £127 sell for £100. Ring Thomas on (054) 77544.

● C64 for sale with around 30-40 tapes with the joysticks and 3 cartridges, all worth £300 will sell for £150. Ring Thomas on (054) 77544.

● For sale Balloon Kid and Castle Vania, £20 for both, instruction book for the Game Boy.

● NES with Zapper and 17 top titled games, some games for sale which haven't yet reached England. Call after 5pm at (071) 266 2928.

● NES games - Airwolf, Simons Quest, Stealth, Cobra Triangle, Rush 'N' Attack and Jack Nicklaus Golf, £12 each. Ring (0271) 45016.

SWAP

● Swap Game Boy, five games and carry case for SNES or Mega Drive with one or two control pads and any game. Call John on (0408) 633734.

● Swap a Mega Drive with two games (Bonaza Bros, Olympic Gold) only two months old and boxed for Game Gear with two good games (Sonic Two and Wonder Boy) Tel Paul on (0606) 82991.

● I have Champions of Europe, and will swap it for World Soccer or Super Kick Off. I'm also open to offers on Aztec Adventure. Contact Phil (0701) 653001.

● SNES games to swop including Smash TV, WWF, Barts Nightmare, Street Fighter II. Tel: (0580) 765486.

● Actraiser or F-Zero for Another World on the SNES, or I will swap Family and Cat. Calls after 5pm ask for Greg. (0443) 835998.

● Smash TV for Super Goal. Phone Philip on (0232) 843052.

● I will swap my Game Boy with two games and AC adaptor for your Game Gear with game. Ring (0788) 560023, in excellent condition, worth £110, please ring!!!!

● Super Nintendo pal plus Street Fighter Two, Mario World four, and a honeybee adaptor, will swap for Amiga 500+, the cartoon classic. Ring Mark (081) 883 2653.

● Swap Bayou Billy for Meg Man two please, or Chip n Dale, Rescue Rangers. Write to 42 Grange View, Harworth, nr Doncaster.

● Swap those SNES games: Axley, Lemmings, F-Zero, for any of those: Super Smash TV, Desert Strike, Super Alster, Street Fighter 2, Mickeys Magical Quest, call (081) 889 6702.

● I will swap Smash TV for SFII, Blues Bros, Super Tennis or Ghouls and Ghosts. Phone graham on (0382) 810353, weekdays 4pm to 6pm not Fridays.

● For NES will you swap Golf with instructions for Track and Field 2, with instructions. If so phone (081) 658 1209 ask for Greg.

● Snes games, Super Adventure Island, Darius Twin, Road Runner, R Type, WWF, Super Pro Baseball swap for Dragon's Lair, Actraiser or others. Call (0924) 848007 ask for James.

WANTED

● Wanted Toejam and Earl and mega Lo Mania, will pay up to £18. Phone (0375) 74346, ask for Keith after 4pm, weekdays or anytime Saturday.

● Game Boy with all leads and box, with Tetris, will pay £35. Ring (0706) 46408 evenings.

● Wanted Amiga 1200 will pay up to £250, phone (0592) 206459. Also for sale C64 with printer, 92 games, 4 joysticks, 6 books, £100.

● Want any NES zapper games other than Duck Hunt. Phone Ed between £3 and £8. Tel (0948) 860250 or E Dickin, Heath Farm, Malpas, Cheshire, SY14 7EL.

● Super Scope wanted for UK SNES or will swap Street Fighter 2, SMB 4 for Super Scope. Call (0423) 770732 after 4.30, ask for Mark.

● SNES around £100 - £160, must be on good condition. Tel Jonathan on (0909) 472833.

● Super NES with Street Fighter Two. Will pay up to £80! be generous and phone now! (091) 226 1937.

PEN PALS

● Pen pal wanted, must own NES hates Take That, New Kids on the Block, jason Donovan and The Minogue sister, must I go on!! (Must be male and aged 10). Write to Jason Osman, 24 Perigree Rd, Woodseats, Sheffield, S Yorkshire.

● Pen pal wanted who owns a SNES, aged between 10 and 12. Please write to Ross Stiven, 27 Kingstion Ave, Nelston, Glasgow, 78.

● Can you get a girl to write to me please. Write to Stuart Poynter, 158 Fosseway Drive, Erdington, Birmingham, B23 5LB.

● I'm looking for a male/female pen pal who owns a a computer and who is into WWF Wrestling, aged 10-12, photo if possible. Write to Deanna Wright, 49 Conduit Way, Stonebridge Pk, London, NW10.

● Pen Pal wanted with Super Nintendo, aged between 10 and 14 years old. Write to Isami Uida, PO Box 106, Old Noarlunga 5168, South Australia, Australia.

● Hi my name is Rob Knowles, SNES addict. I'm looking for female pen pal pref 18+, for tips, swaps, gossip etc, Write to 323, Dickson Rd, Blackpool, Lancs.

CLUBS

● Mercury new fanzine for SNES Anime Comics sountracks. Win Akira on the NES! reviews, previews, and special features. Phone Simon on (0846) 678984 for details.

● WWF madness new wrestling fanzine hot news, match reviews, interviews, surprise. Send large SAE *and NO money* to 3 Taymouth Drive, Gourock, Scotland, PA19 1HJ.

USER GROUPS

● Wanted urgently! artwork, tips, letters etc for new fanzine. All amterial earns a free copy of the fanzine! cover art especially wanted! Deadline June 1st. Write to Giles Hamlin, 7 Nursery Close, Pershore, Worcs, WR10 1NE.

N-FORCE, but we can't allow you to reproduce the text or artwork itself. Good luck with the mag though!

■ *NICK*

Thunderstruck

Sunny Cyprus calling, I've a couple of questions I'd like answered...

1. If I purchased a SNES from Germany is there a Universal Adaptor so that I can play games bought in the UK?

2. There is also a game I'm mad on over here, only it's an arcade game called *Blue Thunder*. It's a space game which came out in 1989. Is this game on the SNES? If so, could you send some details and price range?

■ *S Banks, BFPO 53*

■ There are three different types of Super Nintendo: European (PAL), America (NTSC) and Japanese (NTSC). Games for the European machines are completely compatable whether you buy your machine in Germany or the UK. However, you will need to buy a mains adaptor as other European countries operate on a different level of mains voltage supply.

Blue Thunder's not available for the SNES but we'll keep our eyes open.

■ *CARL*

SFII rumours

I own a SNES and have a copy of *Street Fighter II*. I know that there are lots of rumours about the game but I was wondering if some of them were true.

1. Does Sheng Long exist because in an American mag it says that he does?

2. There are big rumours about how to play the last four bosses on the SNES and Action Replay.

3. I do know that Guile's handcuffs exist because I can do them, but sometimes it bugs up the machine. Is that why Capcom took it out of *Champion Edition*?

4. How many editions of *SFII* are there? I have played about ten editions.

5. Have you played *Hyper Turbo Fighting Edition*? I think it is ace.

6. Do you have any *SFII* contests, to see how good people are?

■ *Ross Knight, Southend-on-Sea, Essex*

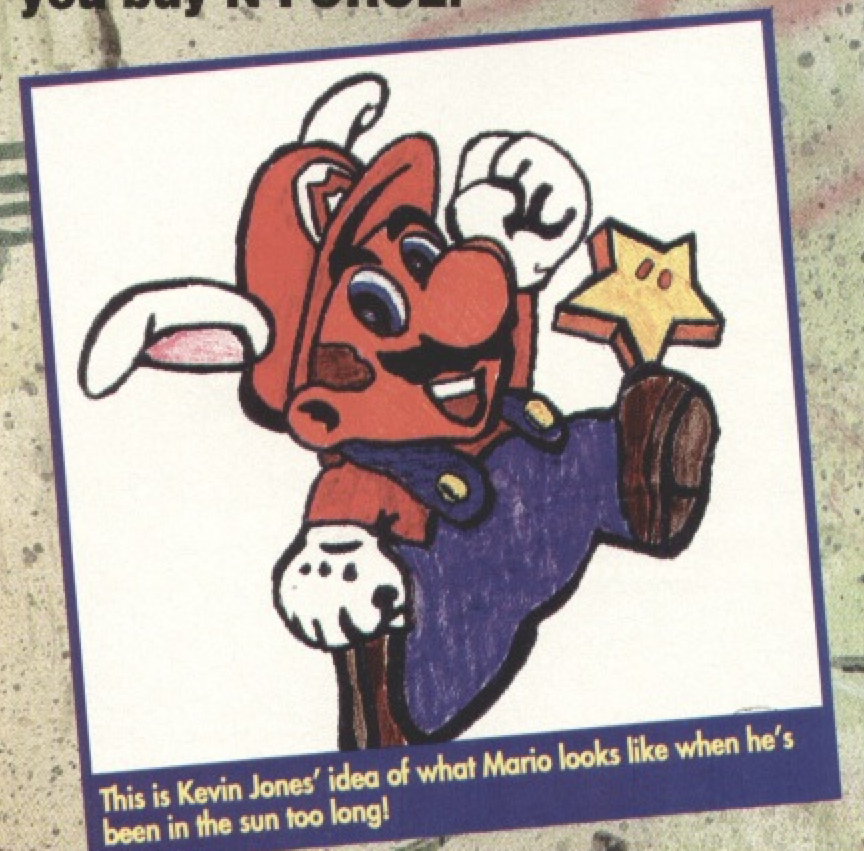
■ Glad to hear you're a big *Street Fighter II* fan, Ross. Shen Long definitely exists but not necessarily as a person, more as a way of thinking! As for playing the last four characters, there's now a SNES Game Genie code that allows you to control one of the bosses for one round. That code is:

01A40767

F0AE6D04

OFF THE WALL!

It's the biggest and best reader art gallery this side of the Tate. What's more it's completely free every time you buy N-FORCE!



This is Kevin Jones' idea of what Mario looks like when he's been in the sun too long!

Capcom are staying tight lipped about the rumoured handcuff special move. The first person to persuade us the cheat exist wins a special *Street Fighter II* freebie!

■ *CARL*

Adaptor angst

I think N-FORCE is the best mag around and the only problem with it is that it only comes out once a month!

I also buy the magazine Nintendo make sometimes and I wrote to them with a question and have not had an answer so I hope you might help.

In Nintendo's magazine it says that *StarFox* won't work on the normal British SNES even with an adaptor.

My dad bought me it and it does work with the adaptor I have. What I want to know is if I have a foreign SNES? It looks like the one my friend has and my dad says he bought it in *Dixons*. I hope you can reply.

■ *Doug Hickman, Evesham, Essex*

■ We know the magazine you mean — It isn't made by Nintendo, but it is linked. Basically they are talking a load of bobbins.

***StarFox* will work on any adaptor that has the side pins connected. Mind you, you're better off buying StarWing these days — it only costs £39.99 and you get an English manual!**

As for your snes, it must be an official European one if your dad bought it in *Dixons*.

Best foot forward

You are the funniest, most interesting Nintendo magazine. Your writing suits all ages (I have a brother who is 19 and a brother who is nine, and they both like reading it equally).

I am a bit of an American football fan and I'm greatly disappointed that the SNES has not produced a really great game. *Pro Action Football* is good, but still doesn't bring hours of fun, a little too serious.

I know *John Madden's Football* is already out but it is supposed to be crap. In another mag it said that an official UK release (called *John Maddens '93*) is due out and was an improvement. Could you tell me please if it any good and when it is due?

■ *Stephen Quinn, Cumbria*

■ We're really glad that your brothers like N-FORCE.

If they are really fans it's time they started forking out for their own copies of the mag!

As for your question of sport — *John Maddens '93* is currently available on USA import. It earned an awesome 93% in issue eight. Take a look at the Full Force section at the back of this month's issue to see what we thought of it at the time.

■ *CARL*

Earth calling N-FORCE!

I phoned the cheats phoneline you advertised in the last copy of your magazine and it doesn't work. All I get is a dead tone. What am I doing wrong?

■ *Claire Stairwell, Gwent*

■ It's a fair cop — we printed the wrong numbers last month. Some people did work out what was going on though and phoned the correct numbers. Sorry for the hassle.

■ *MILO*

Pen pal Power

N-FORCE Is brilliant. I have every issue except the first one. Can you send me one?

Also I have a pen friend in Sweden who says that there is a special edition of N-FORCE there that you can't get in England. I bet her £100 that she isn't right. Can you print my letter and tell her it isn't true please. Thanks.

■ *Martin Fieldmouse, Morecambe, Lancashire*

■ Consider it done — the issue one that is. There's a copy in the post as you read this.

We can't help you on the £100 bet though, because there IS a Swedish edition of N-FORCE — called "*Super Power*" It has got all the same stuff in it as the normal edition (that you're reading now) except it's all in Swedish!

We've stuck one of those in the post too — it's the least we could do since it's cost you £100

■ *ROB*

Sky high!

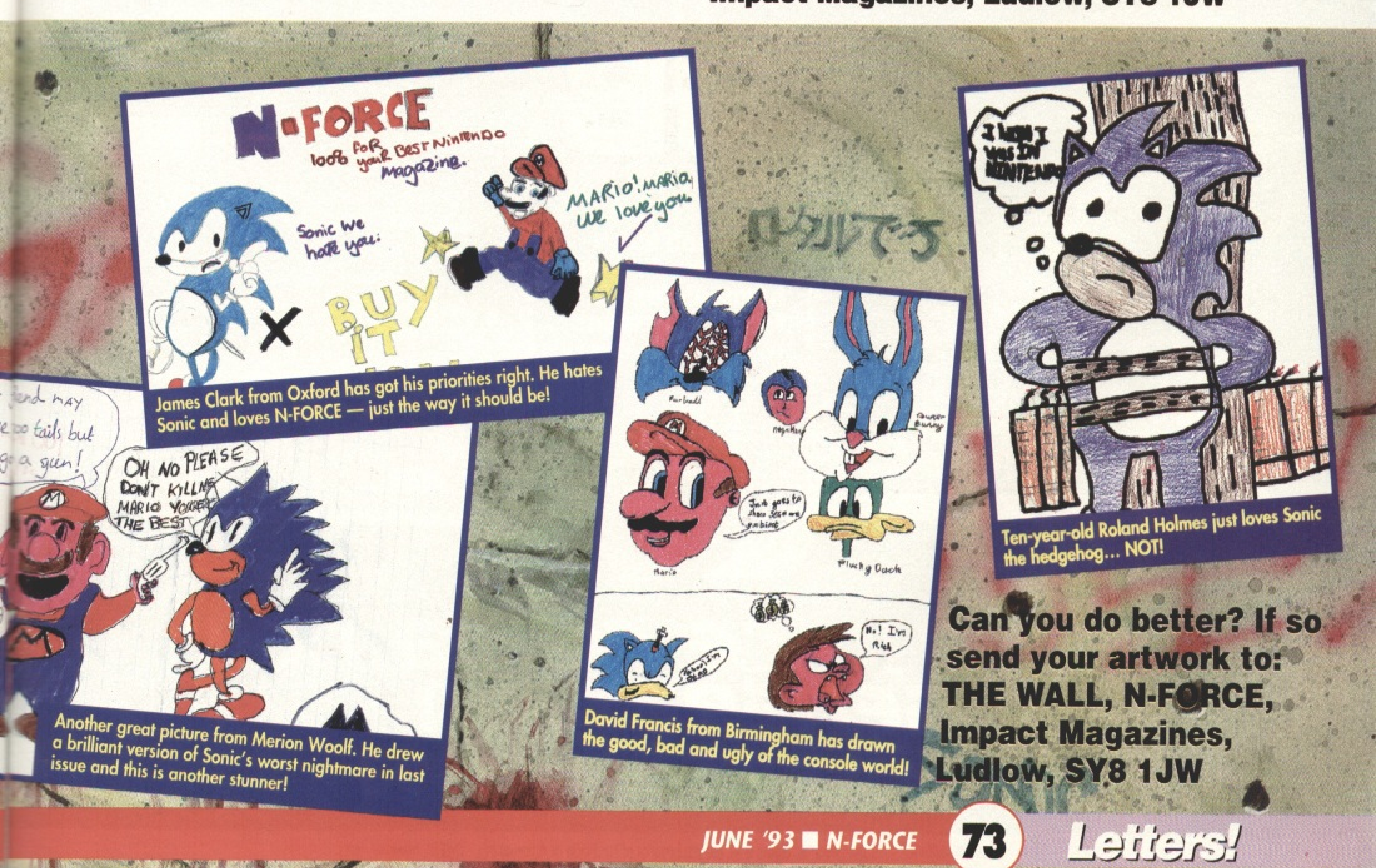
I was watching the games programme on Sky One the other night and I seen Carl Rowley on it. Will any of the other N-FORCErs be on the show? My gran says he's a very nice man.

■ *Steven Bumblepie, East Kilbride, Strathclyde*

■ My gran says he's a very nice man too and she's met him! Keep watching the show for more of the team

■ *NICK*

Right, well — that's it then. If you own a SNES it's time to wave a fond farewell and point you firmly in the direction of our new sister mag — SNES FORCE. Otherwise we'd love to hear from you. Write to: N-FORCE, Impact Magazines, Ludlow, SY8 1JW



James Clark from Oxford has got his priorities right. He hates Sonic and loves N-FORCE — just the way it should be!

Another great picture from Merion Woolf. He drew a brilliant version of Sonic's worst nightmare in last issue and this is another stunner!

David Francis from Birmingham has drawn the good, bad and ugly of the console world!

Ten-year-old Roland Holmes just loves Sonic the hedgehog... NOT!

Can you do better? If so send your artwork to: THE WALL, N-FORCE, Impact Magazines, Ludlow, SY8 1JW

FROM NEXT MONTH N-FORCE WILL NEVER BE THE SAME AGAIN...

For the last year, N-FORCE has brought you more Nintendo game action than ANY other magazine. To celebrate our first birthday we're splitting into two great new mags to bring you twice the action...



NES OVERLOAD!

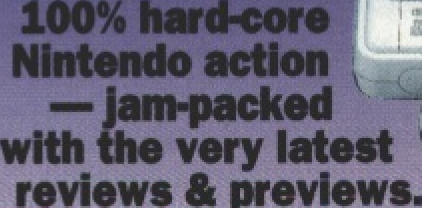
From the next issue N-FORCE becomes Britain's only magazine 100% dedicated to the NES™. No SNES coverage, no fashion, no telly listings — just NES™ news, reviews, tips and previews. All this and more for a measly £1.50 — if you've got a NES™ you can't afford to miss it!

THE WORLD'S ONLY NES MAGAZINE!
N-FORCE
FROM THE MAKERS OF SNES FORCE

GB FORCE!

The small but perfectly formed handheld has a free supplement to match — every month in both new mags!

SNES SENSATION!



Soon there will be a magazine that takes the SNES seriously! 100% hard-core Nintendo action — jam-packed with the very latest reviews & previews.
Plus a real commitment to in-depth playing guides. This is a magazine no SNES owner can afford to be without.



THE CHOICE FOR A NEW GENERATION

FROM JUNE 10th 1993

IMPORTANT: 'NES', 'Super NES' & 'Game Boy' are trademarks of Nintendo of America Inc. 'SNES', however, isn't.

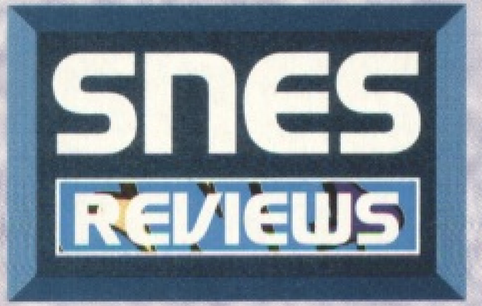
ADVERTISERS INDEX



Welcome to the ultimate directory of games available for all three Nintendo systems.

Every game is categorised and rated. Award winners are highlighted by a screen shot.

We like to call this monster of a section FULL FORCE, but you can call it Alfred.



Acrobat Mission

Good soundtrack but that doesn't make up for the unoriginal gameplay.
Shoot-'em-up
Reviewed Issue 6
FORCE



Addams Family

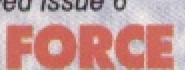
A lively one-player game with slick presentation, a funky soundtrack and crystal-clear graphics. Instantly addictive with loads of levels to explore — the click-fingers option is great! Recommended to everyone.
Platform
Reviewed Issue 2
FORCE





Bart's Nightmare

A fun — but sometimes tedious — game with great cartoon graphics and a funky soundtrack.
Arcade
Reviewed Issue 6





Blues Brothers

Good animation and sound, plenty of depth but very frustrating gameplay — especially in two-player mode.
Platform
Reviewed Issue 8





Axelay

Superb gameplay, mind-blowing 3D graphics. Great sound and excellent playability — pity there isn't a two-player option.
Shoot-'em-up
Reviewed Issue 2
FORCE





Castlevania IV

Outstanding presentation and excellent 3D and Mode 7 graphics.
Arcade
Reviewed Issue 1
FORCE



Chuck Rock

Large sprites, a rockin' tune and great playability make this great fun — a bit easy though!
Platform
Reviewed Issue 8
FORCE



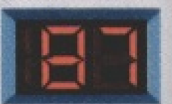
Clue

American conversion of the classic board game Cludo. Stick to the original it's cheaper and more enjoyable.
Board
Reviewed Issue 7
FORCE



Dragon's Lair

Excellent graphics, dodgy to control at first and damn hard — addictive as hell.
Platform
Reviewed Issue 5
FORCE



Extra Innings

Cutesy one- or two-player baseball sim with excellent gameplay.
Sport
Reviewed Issue 2
FORCE



F1 Exhaust Heat

Very playable Grand Prix sim featuring sixteen tracks and a one- or two-player option.
Racing
Reviewed Issue 7
FORCE



Contra Spirits

An excellent one- or two-player blaster full of power ups, mindless shooting and alien blasting. Great graphics and FX — a bit light on levels though.
Shoot-'em-up
Reviewed Issue 1

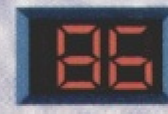






David Crane's Tennis

Incredible 3D animation and FX, large sprites and fast pace.
Sport
Reviewed Issue 8
FORCE



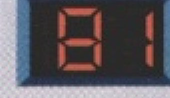
Desert Strike

Gulf War sim with detailed graphics, fast scrolling and addictive gameplay.
Shoot-'em-up
Reviewed Issue 8
FORCE



Dinosaurs

Great graphics but needs more levels — difficulty option adds variety.
Platform
Reviewed Issue 4
FORCE

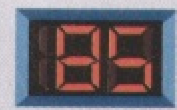


F-Zero

Futuristic 3-D super-smooth racing game with excellent Mode 7 graphics— fast, brutal and fun.
Racing
Reviewed Issue 1



F1 Super Driving: Aguri Suzuki

Good digitised graphics and playability but difficult controls and poor FX.
Racing
Reviewed Issue 4
FORCE 

Final Fantasy Mystic Quest

An excellent introduction for beginners but lacks serious challenge.
RPG
Reviewed Issue 8
FORCE 

George Foreman's KO Boxing

Nasty Boxing sim, even the two-player option doesn't save it — avoid like the plague!
Sport
Reviewed Issue 6
FORCE 

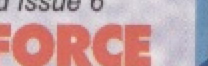
Gods

Tough gameplay with loads of puzzles. Tedious first levels but gameplay gets better.
Platform
Reviewed Issue 8
FORCE 

Golden Fighter

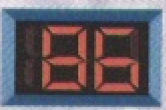
Very annoying fighting game let down by poor the animation and gameplay.
Beat-'em-up
Reviewed Issue 4
FORCE 

Gun Force

Challenging but slow blaster with good graphics.
Shoot-'em-up
Reviewed Issue 6


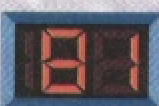


Hat Trick Hero

Amusing but unrealistic football game with two-player option.
Sport
Reviewed Issue 7
FORCE 

Hook

Looks great, sounds great but falls down on playability.
Platform
Reviewed Issue 4

IREM Skins Game

Great graphics and playability make this one of the best golf sims around — two-player option lets you play against mates for cash.
Sport
Reviewed Issue 7
FORCE 

Jack Nicklaus Golf

Good golf sim, but limited number of holes to play.
Sport
Reviewed Issue 2
FORCE 

James Bond Jr

Unrealistic scrolling, awful sound and nasty animation — stay clear!
Platform
Reviewed Issue 8
FORCE 

Jimmy Connors' Tennis

Above-average tennis sim with lots of variation. Slow at first but good fun.
Sport
Reviewed Issue 8
FORCE 

Joe & Mac: Caveman Ninja

lick animation and great visuals with a great two-player — levels are a bit samey!
Platform
Reviewed Issue 2
FORCE 

Krusty's Super Fun House

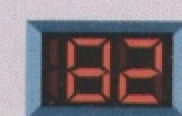
Humorous gameplay with a good range of puzzles — too repetitive!
Puzzle
Reviewed Issue 3
FORCE 

Magic Adventure

Unusual Japanese game with good graphics but bland gameplay.
Platform
Reviewed Issue 4
FORCE 

Mario Paint

Fun-packed but basic art package for kids.
Educational
Reviewed Issue 5

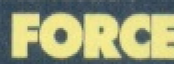



Mystical Ninja (The Legend of)

Excellent one- and two-player game, with loads of options, great sound and 10 challenging levels — brilliant!
Arcade
Reviewed Issue 1
FORCE 

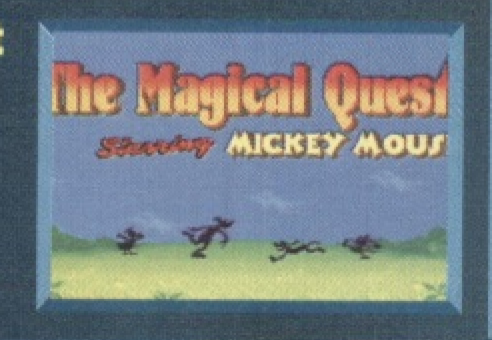


Mickey's Magical Quest

Superb game with great graphics and soundtracks. Gameplay is a little easy but can be altered to make the game more interesting.
Platform
Reviewed Issue 7






John Maddens '93

Great sound, and good — but small — sprites make this a brilliant one- two-player American football sim. The controls are hard at first but once mastered it's great fun.
Sport
Reviewed Issue 8

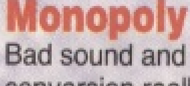



King of the Monsters

Great animation but dodgy music and poor FX mean you'll soon get bored with this.
Beat-'em-up
Reviewed Issue 5




Monopoly

Bad sound and FX make this poor conversion really boring indeed — horrible!
Board
Reviewed Issue 7



Lemmings

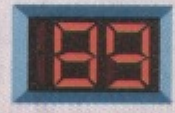
Highly addictive strategy game with brilliant graphics and tunes. Over 180 levels to keep you going way into the early hours of the morning.
Puzzle
Reviewed Issue 1





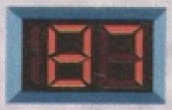

Out of this World

A unique combination of textured polygons and sci-fi backdrops make this atmospheric and very addictive.
Arcade
Reviewed Issue 8

Parodius

Fun gameplay, excellent graphics and great tunes make this a real laugh— a bit easy though!
Shoot-'em-up
Reviewed Issue 4

Phalanx

Unoriginal and frustrating gameplay saved only by clean, sharp graphics — one of a number of Japanese blasters.
Shoot-'em-up
Reviewed Issue 5
FORCE 

Pipe Dream

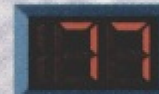
A tricky one- and two-player puzzle game high on good graphics but short on thrills — poor sounds and playability bring the rating down.
Puzzle
Reviewed Issue 5
FORCE 

Pilot Wings
Unbelievable graphics and scrolling make this one of the best flight sims around. Eight locations with lots of variation means you just can't stop yourself playing. The ultimate flying game!
Flight
Reviewed Issue 2
FORCE



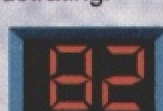
Pit-Fighter
Awful conversion of the arcade fighting game. Two-player option but difficulty is way too hard
Beat-'em-up
Reviewed Issue 1
FORCE

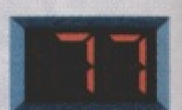

Sky Mission
World War One flying simulator with great graphics but frustrating gameplay.
Fight
Reviewed Issue 7
FORCE



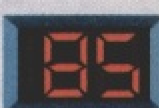
Soul Blazer
Great looking but far too simple — brilliant graphics but repetitive gameplay
RPG
Reviewed Issue 7
FORCE 84

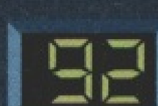
Spanky's Quest
Ball-bouncing arcade platform starring an ape — fun but limited lastability.
Platform
Reviewed Issue 5
FORCE 75

Spindizzy Worlds
A unique 3D puzzle game for advanced game fiends. Lots to do but gameplay can become frustrating.
Puzzle
Reviewed Issue 5
FORCE


Super Action Football
Unusual slanted perspective give this American footie sim a disorientating feel.
Sport
Reviewed Issue 7
FORCE


Super Adventure Island
Good graphics and a wicked soundtrack let down by frustrating gameplay.
Arcade
Reviewed Issue 3
FORCE


Super Bases Loaded
Sketchy baseball sim with an unfinished look to the graphics.
Sport
Reviewed Issue 3
FORCE


Prince of Persia
Stunning graphics and backdrops with great animation and atmospheric music. Twenty levels of action and puzzles make this very addictive — excellent use of a password system!
Platform
Reviewed Issue 4
FORCE




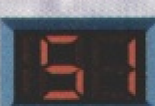
Street Fighter II
The best beat-'em-up ever on the SNES! Huge 16-meg cart boasting awesome graphics — the only fault is the minor control problems.
Beat-'em-up
Reviewed Issue 2
FORCE




Q*Bert 3
Cool graphics but monotonous gameplay soon gets boring.
Puzzle
Reviewed Issue 8




Rampart
Wall-building sim with below average graphics and poor sound — lacks depth and playability.
Puzzle
Reviewed Issue 7

Road Runner: Death Valley Rally
Superb graphics, fun gameplay with great Warner Bros theme.
Arcade
Reviewed Issue 7
FORCE


Robocop 3
Above average backgrounds but bad animation and sprites, make gameplay far too frustrating.
Shoot-'em-up
Reviewed Issue 6
FORCE


Sim City
Excellent city-building sim with colourful visuals and addictive gameplay. Over 1,000 land-forms and three difficulty levels — you'll be playing for ages!
Educational
Reviewed Issue 3

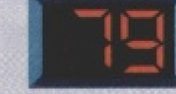






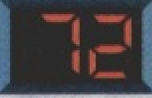
Smart Ball
Masses of power-ups, colourful visuals and an enormous playing area in this cute platform adventure — very addictive but a little bit easy.
Platform
Reviewed Issue 2
FORCE 91

Sonic Blast Man
Active animation and colourful backdrops but too repetitive to provide a lasting challenge.
Beat-'em-up
Reviewed Issue 8
FORCE

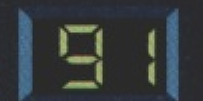

Strike Gunner
An action-packed blaster with sharp graphics.Lastability is let down by a wimpy difficulty setting!
Shoot-'em-up
Reviewed Issue 2
FORCE


Super Battletank: War in the Gulf
A far too simple tank sim. Superb graphics pity the rest of the game isn't as good!
War sim
Reviewed Issue 3
FORCE 57

Super Bowling
A good four-player bowling sim fun with friends but boring on your own.
Sport
Reviewed Issue 5
FORCE


Super Cup Soccer
Easy to play one- and two-player soccer sim lacking variety.
Sport
Reviewed Issue 7
FORCE


Super Double Dragon
Graphics and FX are bland but gameplay is fun especially for two players.
Beat-'em-up
Reviewed Issue 7
FORCE

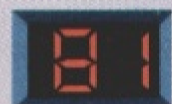

Super Dunkshot
A good basketball sim with amazing 3-D and Mode 7 graphics. Easy to play but not much shot or movement variation.
Sport
Reviewed Issue 4
FORCE


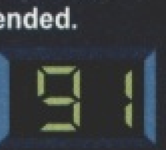


Turtles In Time
Great visuals with rockin' sounds.
Beat-'em-up
Reviewed Issue 4
FORCE


Wheel Of Fortune
A great multi-player game.
Puzzle
Reviewed Issue 6
FORCE

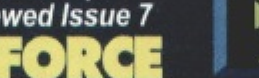

Zelda 3 : A Link to the Past
This great RPG game very easy to get into, very hard to get out of and even harder to finish.
RPG
Reviewed Issue 3
FORCE 93

Super Formation Soccer
Slick 3D footie sim with great graphics — moves are limited.
Sport
Reviewed Issue 7
FORCE


Super Smash TV
Slick and sharp presentation with great sampling and music make this action-packed arcade conversion addictive as hell. Thoroughly recommended.
Shoot-'em-up
Reviewed Issue 1
FORCE




Super Kick Off
Football game with zillions of options — poor scrolling leads to frustrating gameplay.
Sport
Reviewed Issue 3
FORCE


Super Star Wars
A top-notch game that is instantly addictive. Brilliant visuals, brilliant FX and it is so simple to play it's unbelievable.
Shoot-'em-up
Reviewed Issue 7
FORCE 95



Super Mario Kart
Mario's back in an incredibly-addictive karting game — limited for solo drivers.
Racing
Reviewed Issue 6
FORCE


NES REVIEWS

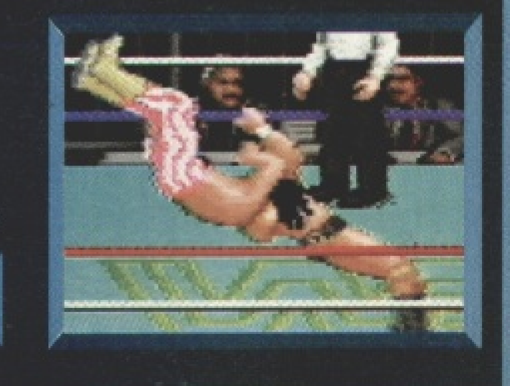
Action 52
Fifty-two games on one cart. Most are poor, but the odd one is okay.
Various
Reviewed Issue 8
NOT RATED

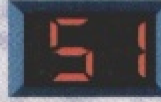


Super Mario World
Mario's first SNES adventure is packed with 96 levels to explore and tricky puzzles to solve. Cute graphics and good playability — recommended to everyone
Platform
Reviewed Issue 1
FORCE 95


Wing Commander
An excellent intergalactic fighting adventure with stunning visuals — a tough challenge.
Shoot-'em-up
Reviewed Issue 8
FORCE


Action in New York
Good graphics and speedy gameplay make this futuristic blaster a stunner.
Shoot-'em-up
Reviewed Issue 6
FORCE


WWF Wrestlemania
A great arcade conversion capturing all the thrills and spills of WWF wrestling. Tough at first with a lot of button prodding, but once mastered it's very enjoyable.
Sport
Reviewed Issue 1
FORCE 90


Super Off-Road
Race off-road trucks around indoor circuits plenty of levels but repetitive.
Racing
Reviewed Issue 1
FORCE


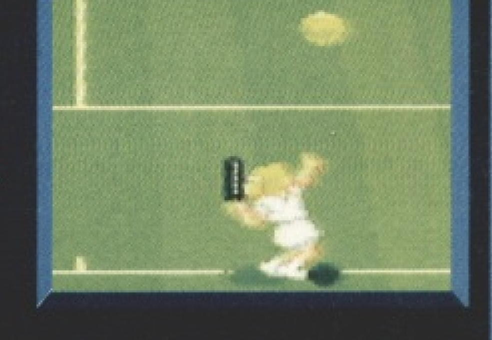
Super Swiv
Great graphics packed with detail but mega-tough gameplay and no continues is very frustrating.
Shoot-'em-up
Reviewed Issue 6
FORCE


Super Pang
Great gameplay but no two-player game. Highly addictive levels.
Arcade
Reviewed Issue 5
FORCE 81


Super R-Type
Highly addictive space-age blaster.
Shoot-'em-up
Reviewed Issue 1

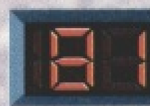


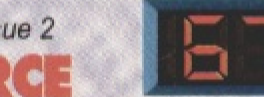

Super Tennis
Loads of options to choose from including an excellent two-player mode. With good graphics and above average FX, this tennis sim is very addictive and very realistic.
Sport
Reviewed Issue 1
FORCE

Barbie
Gawky characters and awkward levels.
Platform
Reviewed Issue 5
FORCE


Big Nose the Caveman
A cute game, but just too repetitive.
Platform
Reviewed Issue 1
FORCE


Blues Brothers
Challenging but lightweight platformer with good graphics and brilliant music.
Platform
Reviewed Issue 8

FORCE 81

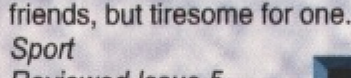
Castellian
Originally called Nebulus on PC — frustrating puzzler lacking variety.
Puzzle
Reviewed Issue 2

FORCE 67

Castlevania III : Dracula's Curse
Third instalment of popular series with good graphics and solid gameplay.
Arcade
Reviewed Issue 4

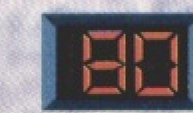

FORCE 70

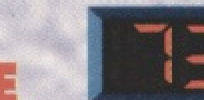
Darkwing Duck
Unoriginal and easy Disney game. Good visuals but not enough challenge.
Platform
Reviewed Issue 4

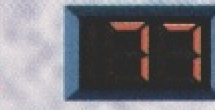
FORCE 73

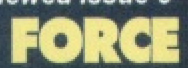
Gold Medal Challenge '92
Multi-event Olympic sim — fun with friends, but tiresome for one.
Sport
Reviewed Issue 5



FORCE 74

Hammerin' Harry
A dash 'n' bash platformer lacking variety — too easy for experienced players.
Platform
Reviewed Issue 6

FORCE 80

Hook
Nice visuals but boring gameplay make this film-tie in disappointing.
Arcade
Reviewed Issue 1

FORCE 73

Joe & Mac: Caveman Ninja
Multi-layer parallax scrolling and a multitude of colour drenched backdrops make this stone-age stormer a real hit — two-player mode is a great laugh!
Platform
Reviewed Issue 1

FORCE 77

Dizzy: Fantastic Adventures of
A speedy puzzler with some nice visuals and FX. The gameplay is very addictive and less tedious than before.
Puzzle Platform
Reviewed Issue 6

FORCE 92

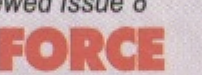


Dragon's Lair
Very tough arcade conversion with good graphics — experts only.
Arcade
Reviewed Issue 1

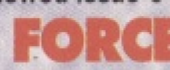

FORCE 86

Dynablaster
Plant bombs to blast opponents — average graphics but fun for two.
Arcade
Reviewed Issue 8


FORCE 74

Elite
A tough and challenging space adventure — two-player control option is fantastic!
Arcade
Reviewed Issue 8


FORCE 89

Krusty's Fun House
Strategy game starring the Simpsons with load of of levels — repetitive gameplay questions the lastability.
Puzzle
Reviewed Issue 6


FORCE 75

Lemmings
Save the suicidal rodents from themselves. Classic puzzle action but difficult controls make gameplay frustrating.
Puzzle
Reviewed Issue 7


FORCE 81

Little Mermaid
Disney licence high on visuals short on gameplay — far too easy for the average game fiend!
Arcade
Reviewed Issue 3

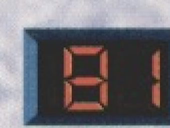
FORCE 59

Micro Machines
Mini vehicles race around a variety of circuits. Highly additive with an exiting two-player option.
Racing
Reviewed Issue 2

FORCE 86

Mig 29 Soviet Fighter
Take to the skies in this airborne blaster. Detailed backdrops, thumping tunes and various missions ensure high lastability.
Shoot-'em-up
Reviewed Issue 2

FORCE 78

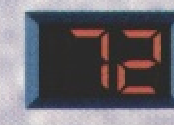
Monster in my Pocket
A great introduction to slash and bash, but with only five levels it's a little bit easy.
Arcade
Review Issue 2

FORCE 81

North and South
Poor battle sim easy to play and just as easy to forget. Nice idea, but bad execution.
Puzzle
Reviewed Issue 5

FORCE 40

Paperboy 2
Ride your bike and deliver papers in this poor arcade conversion.
Arcade
Reviewed Issue 4

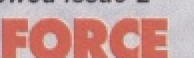
FORCE 43

Parasol Stars
Sequel to Rainbow Islands. Bubbly graphics and bouncy tunes but difficult playability is frustrating.
Arcade
Reviewed Issue 7

FORCE 72

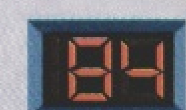
Prince of Persia
An addictive, tricky and above average platform beat-'em-up.
Platform
Reviewed Issue 8

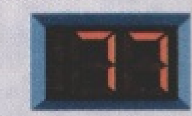
FORCE 84

Prince Valiant
A tough medieval fighting game — dodgy controls make it annoying.
Beat-'em-up
Reviewed Issue 7
FORCE 71

Quattro Adventure
A compilation of four average games for the price of one. A bit bland but good fun.
Platform
Reviewed Issue 2


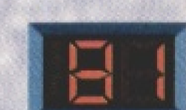
FORCE 80

Rodland
Good animation and graphics make this platform puzzler very addictive — soon becomes samey.
Arcade
Reviewed Issue 6

FORCE 84

Roundball 2-on-2 Challenge
A fun basketball sim with good playability — one-player option is limited.
Sport
Reviewed Issue 5

FORCE 77

Spiderman : Return of the Sinister Six
Tricky controls make this Spidey adventure a bit frustrating to start. Great graphics and moody FX.
Platform
Reviewed Issue 5


FORCE 85

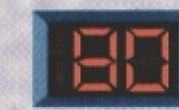
Street Gangs
A fun-packed beat-'em-up with great gameplay, especially in two player mode — dodgy sprite collision is frustrating.
Beat-'em-up
Reviewed Issue 6

FORCE 81

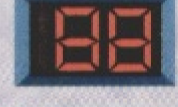
Super Turrican
Fast graphics and gameplay make this a tough but fun blaster.
Shoot-'em-up
Reviewed Issue 7

FORCE 77

Tiny Toons Adventure
An addictive adventure starring the great Warner Bros characters.
Platform
Reviewed Issue 2

FORCE 89

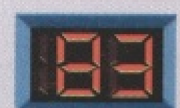
Tom & Jerry
A standard platform adventure with heaps of cartoon-style fun.
Platform
Reviewed Issue 5

FORCE 80

Trog
An addictive two-player maze game with loads of levels — very playable.
Puzzle
Reviewed Issue 1

FORCE 88

Ultimate Stuntman

Action packed with a variety of levels — lack of originality questions lastability.
Shoot-'em-up
Reviewed Issue 2







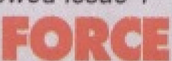
Addams Family

Good but repetitive gameplay provides a testing challenge — badly-defined graphics!
Platform
Reviewed Issue 6





Arcade
Reviewed Issue 1

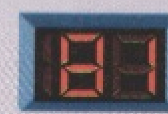


86

Blues Brothers

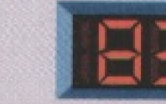
Good conversion of SNES and NES platformer — good sounds.
Platform
Reviewed Issue 3





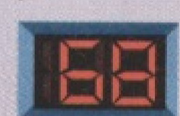
Bomb Jack

Good conversion of classic arcade title. Defuse bombs and avoid enemies.
Arcade
Reviewed Issue 8

FORCE


Castellian

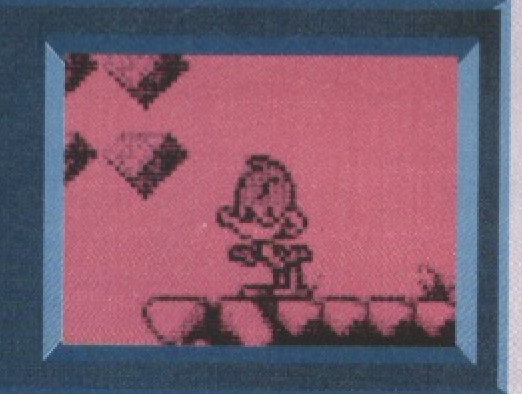
Fun for a while but gameplay is very frustrating with little variety.
Puzzle
Reviewed Issue 2

FORCE


Babs Big Break in Tiny Toons

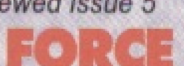
A brilliant conversion of the NES game starring all the Warner Bros characters. Excellent graphics and brilliant playability — super!
Platform
Reviewed Issue 1

FORCE

Bart vs The Juggernauts

A tricky game to get into with difficult events —the difficulty level will put most off.
Arcade
Reviewed Issue 5





Batman II: Return of the Joker

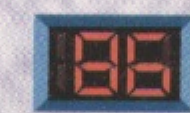
Great film licence with stunning visuals and funky tunes — only four levels!
Platform
Reviewed Issue 2





Battletoads

A tough scrapper with good scrolling and well- defined sprites — a real tough challenge.
Beat-'em-up
Reviewed Issue 1

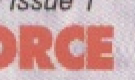
FORCE


Bettlejuice

Highly-addictive with good variety, brilliant animation and clear sprites — needs a few more levels.

Centipede

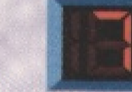
Conversion of early '80s blast-'em-up. Addictive arcade action but nasty graphics.
Shoot-'em-up
Reviewed Issue 1





Dragons Lair

A serious but difficult challenge with excellent graphics.
Platform
Reviewed Issue 2

FORCE


Dynablaster

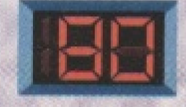
Unoriginal pacman clone with little variation in gameplay.
Arcade
Reviewed Issue 2

FORCE


Ferrari Grand Prix Challenge

Good graphics, excellent presentation and addictive gameplay.
Racing
Reviewed Issue 5





Fist of the North Star

The dire graphics and sound are enough to put most people off — look elsewhere.
Beat-'em-up
Reviewed Issue 4

FORCE


Gradius: The Interstellar Assault

Good space-age blaster with loads of options. Infinite continues and only five stages — too easy!
Shoot-'em-up
Reviewed Issue 1

FORCE


High Stakes Gambling

Simple but basic gambling game with a variety of different games to choose from.
Sport
Reviewed Issue 4



FORCE

Hudson Hawk

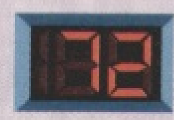
This film spin-off is great fun to play, but with only three stages it is far too easy to complete.
Platform
Reviewed Issue 4

FORCE


Jordan Vs Bird

Three styles of basketball game — 3-point shooting, Slam dunk compo and one on one — but no full match option — disappointing!
Sport
Reviewed Issue 1





Mickey's Dangerous Chase

Disappointing Disney/Capcom collaboration. Above-average graphics but far too easy to finish.
Platform
Reviewed Issue 4

FORCE


Missile Command

Classic arcade action with 16 levels and two-player option — gameplay lacks variety.
Arcade
Reviewed Issue 2

FORCE
73

Mouse Trap Hotel

Slightly above-average platformer lacking depth and immediacy.
Platform
Reviewed Issue 8

FORCE


NBA All-Star Challenge 2

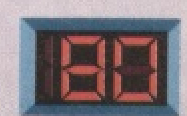
Frustrating — but well presented — basketball sim. Unless you're a real fan, you'll soon get fed up.
Sport
Reviewed Issue 3



67

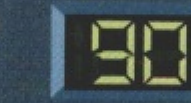
Pac-Man

Instantly-addictive conversion of the early '80s arcade hit. Basic graphics, and visuals can get a bit tedious but the addictive gameplay more than makes up for it!
Arcade
Reviewed Issue 2

FORCE


Looney Tunes

A superb licence from Warner Bros featuring the stars of the popular cartoon series. Non-stop fun from start to finish — recommended to everyone.
Platform
Reviewed Issue 8

FORCE


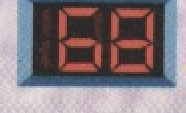
Mario & Yoshi

A Tetris-style game based on matching halves of Yoshi eggs.
Puzzle
Reviewed Issue 3

FORCE

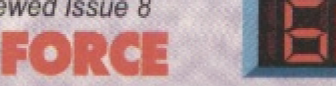

McDonaldland

Standard platformer — nothing new.
Platform
Reviewed Issue 7

FORCE


Parasol Stars

Enjoyable but lightweight sequel to Rainbow Islands. Above-average graphics let down by irritating gameplay.
Arcade
Reviewed Issue 8

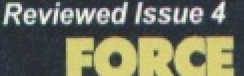


Pit Fighter

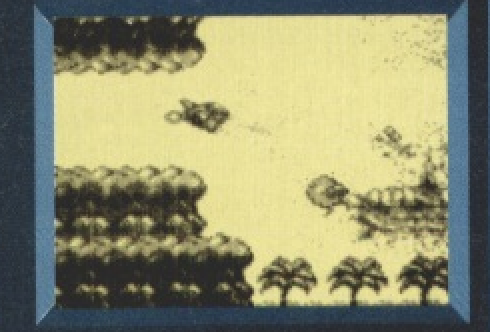
Hard-hitting beat-'em-up let down by sketchy graphics — lack of continues is frustrating.

Parodius

Brilliant conversion of spectacular SNES blaster. Gorgeous graphics, lots of jolly tunes and great gameplay — one of the best GB titles around!
Shoot-'em-up
Reviewed Issue 4

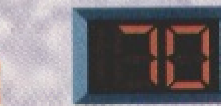






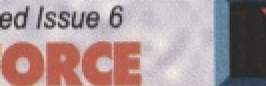
Beat-'em-up
Reviewed Issue 3





Pop Up

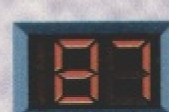
Addictive ball-bouncing puzzler with 100 levels but basic graphics.
Puzzle
Reviewed Issue 6





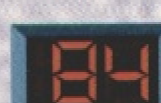
Prince of Persia

Amazing animation, challenging puzzles and 12 tough levels — great fun!
Platform
Reviewed Issue 1
FORCE



Rodland

A fun fairy-style romp with lots of cute sprites and plenty of detail — lack of continues is annoying.
Arcade
Reviewed Issue 6
FORCE



Simpsons: Bart Vs the World

Addictive platformer with tricky sub-games.
Platform
Reviewed Issue 1
FORCE



Spanky's Quest

A sub-standard conversion. Easy in parts, but just too difficult in others — frustrating.
Arcade
Reviewed Issue 5
FORCE



Speedball 2

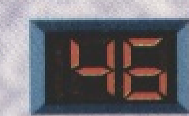
Futuristic and violent sports game with beat-'em-up influence. Good, fast with smooth visuals.
Sport
Reviewed Issue 8



79

Star Trek 25th Anniversary

Average digitised graphics, tiny sprites and repetitive gameplay — for Trekkies only!
Shoot-'em-up
Reviewed Issue 1
FORCE



Star Wars

Good conversion with lots to explore and infinite continues — very challenging in later levels
Shoot-'em-up
Reviewed Issue 6
FORCE



Super Hunchback

A challenging and addictive arcade conversion. Slick and smooth graphics with fantastic catchy tunes guarantee many happy hours play.
Arcade
Reviewed Issue 7
FORCE



Super Mario Land 2: Six Gold Coins

Sequel to classic GB Mario adventure with excellent graphics and backgrounds — shame it's so easy!
Platform
Reviewed Issue 8
FORCE



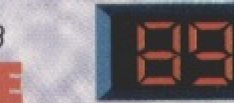
Super Off Road

Awkward controls and repeated tracks won't keep you playing this truck-racing game for long.
Racing
Reviewed Issue 6
FORCE



Super R.C. Pro-Am

Excellent remote controlled racing sim. Plenty of new tracks and add-ons ensure hours of fun.
Racing
Reviewed Issue 3
FORCE



Terminator 2: Judgment Day

Action-packed gameplay interspersed with challenging puzzles — a tough challenge.
Shoot-'em-up
Reviewed Issue 1
FORCE





Tip Off

Basketball sim with superb graphics and loads of options — needs a two-player mode.
Sport
Reviewed Issue 6
FORCE



Tom & Jerry

Slapstick action for cartoon lovers only. Only ten levels and frustrating control system.
Platform
Reviewed Issue 8
FORCE



Toxic Crusaders

A violent but addictive challenge, easy to control with loads of power-up's. Good animation and FX add to the atmosphere.
Beat-'em-up
Reviewed Issue 7
FORCE



Track Meet

Good multi-event sports sim great for two players but limited for one — too easy.

Sport
Reviewed Issue 3
FORCE 80

Turn and Burn

A die-hard flying sim strictly for fanatics. Good graphics but the complicated controls are almost impossible to master.
Flight sim
Reviewed Issue 3
FORCE



Wave Race

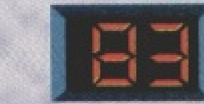
Unusual jet-ski game with novelty value but not much else.
Racing
Reviewed Issue 4





World Circuit Series

Great Grand Prix racing sim with 16 tracks, slick graphics and the usual whining car FX.
Racing
Reviewed Issue 2
FORCE



WWF Superstars

Good looking, easy-to-play wrestling game seriously lacking depth — repetitive in one player mode.
Sport
Reviewed Issue 5



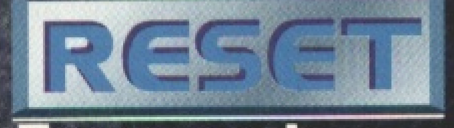
74

Xenon 2

Space-based shoot-'em-up noted for its excellent Bomb The Bass soundtrack — nothing new !
Shoot-'em-up
Reviewed Issue 7
FORCE



If you've enjoyed it half as much as we have, we've enjoyed it twice as much as you. See you next month.

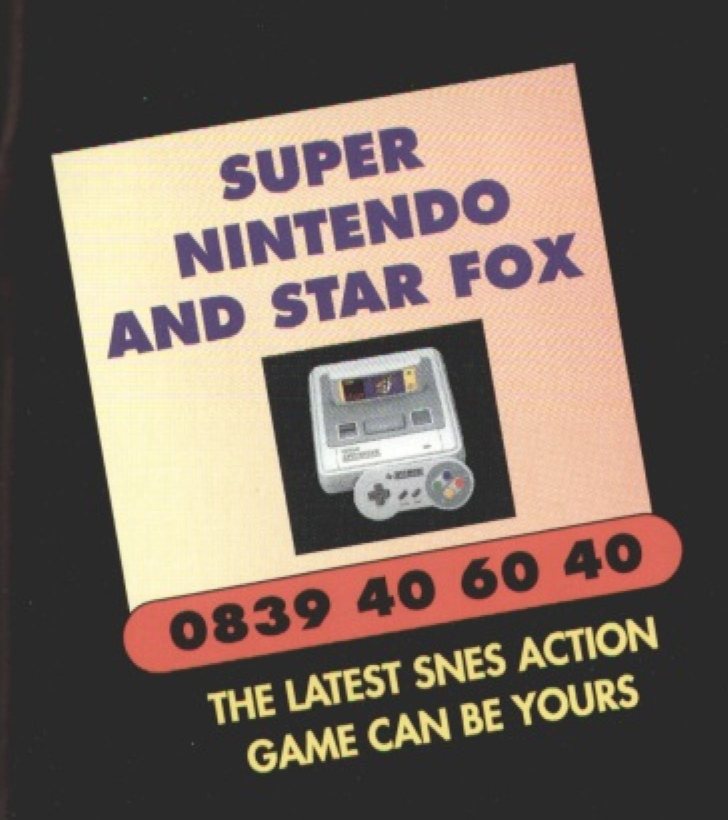


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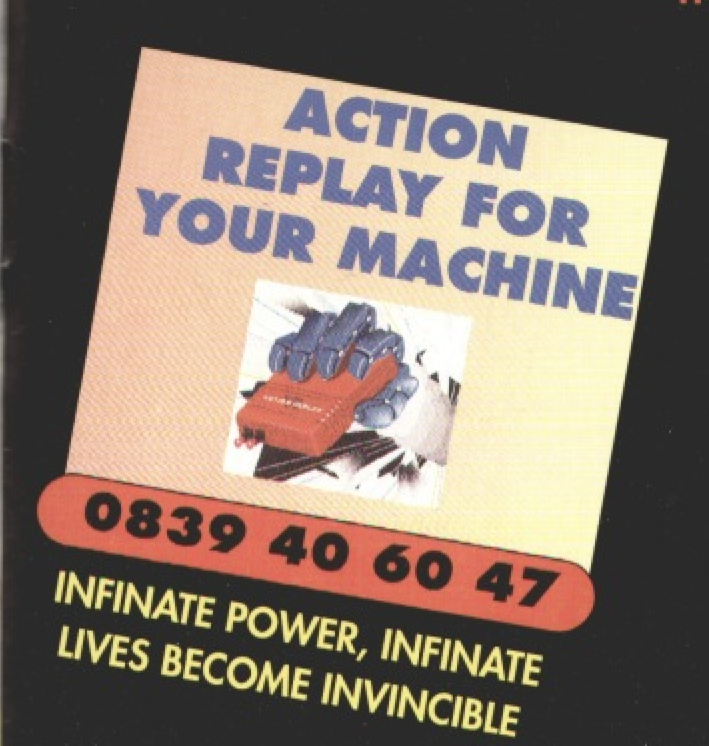
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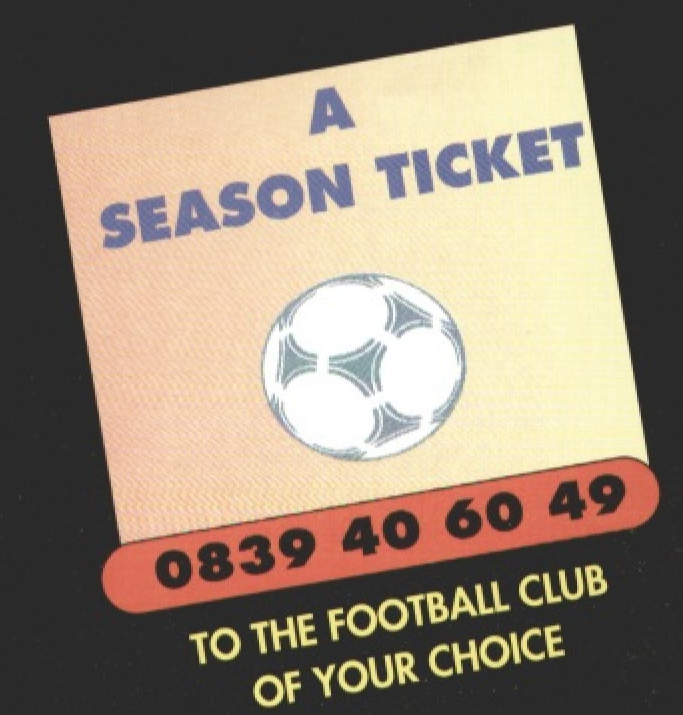


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